

Welcome from the Camp Administration

Dear Reader,

We are excited to welcome you as a guest at Camp William Hinds this coming summer. We are planning an exciting fun-filled program full of new experiences. Our goal at Camp Hinds is to help fulfill the mission the Boy Scouts of America and to help each Scout on their Scouting journey. 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. 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 new Dining Hall along with a new council office, Health Lodge, Recreation Hall, Trading Post, Craft Shop, Training Center, eighteen 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 and other organizations from the area can be found utilizing its many campsites 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 Scouts BSA, 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, Support Services Director and Camp Ranger/Staff Advisor. 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 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 the leadership team any questions. We are here to serve you.

Yours in Scouting,

Gregory S. Valcourt
Camp Director
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Scott Martin
Camp Ranger
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Early 2020	<ul style="list-style-type: none"> ✓ Be aware of the Camp fee payment scheduled and the Council refund policy. ✓ Schedule a parents' night to promote and explain summer camp. ✓ Talk with Webelo's who will cross over into your troop about going to camp. ✓ Choose the week you wish to attend camp and reserve your week and campsite with Pine Tree Council - (207) 797-5252 ✓ Send in deposits for Scouts and Leaders going to camp. ✓ Provide campership information for Scouts in need. ✓ Provide provisional camper information for Scouts unable to go to camp with your troop. ✓ Share this Leaders' Guide with all unit leaders, including your SPL. ✓ Review with your Scouts the program available at Camp Hinds this summer. ✓ Make parents aware of summer camp dates and the required BSA Health Forms
January thru April	Join us at your District Roundtables to get your camp questions answered. Look for an announcement in <i>Pine Spills</i> .
March 15th, 2020	Campership Application Deadline
April 2020	Arrange for two-deep 21+ year old adult leadership to cover your troop at camp. Refer to "Guide to Safe Scouting".
April 1st, 2020	Deposit payment of \$50 per Scout due to reserve spot for 2020. Payments can be done through the online platform or via paper form.
April/May 2020	<p>The unit leader and SPL should begin the program planning for camp.</p> <ul style="list-style-type: none"> ✓ Review with Scouts the merit badges available at camp. Counsel Scouts on the appropriate merit badges and prerequisites. ✓ SPLs should discuss with their troop the afternoon activities and other programming opportunities available. After considering your goals, patrol organization, individual wants, and advancement needs, develop a realistic list of objectives for summer camp. ✓ Follow up with your Scouts not signed up for camp and sell them and their parents on attending because of the program you have planned.
30 days before camp starts	<p>Early Bird Deadline!</p> <p>Confirm the number of Scouts and Adults attending camp with Council.</p>
May 4th - 2:00pm May 8th - 7:00pm	Attend one of the camp program kick-off meetings to be held at camp. Saturday May 30th - 2:00pm
30 Days Prior to Troop Coming to Camp Hinds	<ul style="list-style-type: none"> ✓ Finalize plans, shake down equipment, leadership, and transportation ✓ Make final payments to Council (bring receipts to camp!) ✓ Review merit badge online sign-up or forms for all campers ✓ Collect and review BSA Health Forms for accuracy and completeness ✓ Prepare gear for Wednesday's cookout meal in your campsite ✓ Arrange for emergency funds
At Least Two Weeks Prior to your arrival!	<p>Mail photocopies of all current BSA Health Forms and Advancement Registration materials (if not done online) to Camp Hinds.</p> <p>Mail Forms Directly to Camp Hinds At:</p> <p>Camp Hinds 146 Plains Road Raymond, ME 04071</p> <p>Forms can also be faxed to 207-655-6282</p> <p>PLEASE ADD YOUR TROOP #, WHICH CAMP YOU ARE ATTENDING, AND WHAT WEEK THAT YOU WILL BE ATTENDING</p>
1:00 PM Sunday of your arrival	<p>Meet at Tabor Retreat at 1:00 PM for Scoutmaster & SPL Orientation Only</p> <ul style="list-style-type: none"> ✓ Bring two copies of your Troop Roster ✓ Bring photocopies of all current BSA Health Forms. ✓ Bring advancement registration materials (if not done online)

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.

All your actions should be guided by the Scout Oath, Scout Laws, Motto, and Slogan always.

- **Youth Protection Training** is required to be current for all adults present at any Scout activity. No exceptions. All units will maintain two-deep leadership and meet national BSA Youth Protection requirements.
- **Any physical, emotional, sexual or neglectful abuse** must be reported to the Camp Director immediately so proper steps can be taken to protect the Scout.
- **The buddy system** should be used during camp. Buddies should be within two years of each other and be comfortable with the selection of the buddy.
- **Bullying**, whether verbal, physical or cyber-bullying, is prohibited in Scouting.
- **Possession, consumption or being under the influence** of alcohol, narcotics or dangerous drugs will not be tolerated on the properties of the Boy Scouts of America.
- **No firearms, ammunition, fireworks, handheld** 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 supervision of knowledgeable adults.
- **No liquid fuels** may be used to start fires or charcoal. All liquid fuels must be kept in the liquid fuel locker provided by camp.
- **Campfires** are permitted only in established campfire rings in each campsite, fire restrictions permitting.
- Non-standing trees may be cut. Any dead fall may be used for firewood.
- All fires must be extinguished before the unit leaves their campsite.
- **No running in camp**, except in an athletic field or sporting event. In an emergency, you may move quickly without running.
- **Closed-toed footwear** is always required in camp.
- **No pets** allowed by campers or visitors.
- **Vehicles** are to be parked only in designated parking areas, unless arrangements have been made with the Camp Director. Please lock your vehicle.
- To assure the safety of the units at camp and to minimize the impact on the environment and trails, only one vehicle at a time will be permitted to go to the campsite to unload and load. All vehicles must be returned to the designated parking areas. No vehicles will be kept at the campsite except for campers with a physical handicap and arrangements have been made prior to camp with the Camp Director.
- **All trash** must be properly disposed of during camp as well as upon check out. Dumpsters are located near the dining hall.
- **Quiet time** is from 9:30 pm to 7:00 am.
- **Check out** is following the campfire on Friday. Units wishing to leave prior to campfire or later in the weekend must make arrangements with the Camp Director.
- Units must clear their campsite with their Troop Guide or commissioner before leaving camp. Units leaving facilities in an unsatisfactory condition may be assessed a fee for cleaning and/or repairs.
- Campers are not permitted to use tobacco in any form at Camp Hinds. Adults are asked to confine smoking to designated smoking areas as selected by camp administration. The use of vapor or e-cigarettes is not permitted at any time in camp.
- Scouts and leaders 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 guardians.
- **All visitors must sign** in and out at the camp office. Older and younger siblings are not allowed to stay overnight in camp, even if their parents are leaders in the campsite.

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 they do have in camp unlocked in their campsites. Camp is not responsible for damaged or lost items during your stay.

	Prerequisites	Periods
Waterfront		
BSA Lifeguard Program	Requirement #6 - Show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent. Without evidence you have 120 days to complete.	Afternoon
 Canoeing	Needs to be classified as a Swimmer.	2, 3
 Kayaking	Needs to be classified as a Swimmer.	2,3
Swim Instruction Program		1,2
 Swimming	Needs to be classified as a Swimmer.	1,2,3
 Watersports	Needs to be classified as a Swimmer and have Swimming MB	Afternoon
 Small-Boat Sailing	Needs to be classified as a Swimmer and have either Rowing MB or Canoeing MB	Afternoon
 Rowing	Needs to be classified as a Swimmer.	1
 Scuba Diving	There is an additional \$405 fee for this class	Triple period 1-3
 Lifesaving	Must pass the camp swimmer's test. Must complete swimming requirements through First Class and have Swimming Merit Badge.	1,2,3
 Motorboating	Needs to be classified as a Swimmer. Must have Swimming MB and one boating merit badge.	Double period 2-3
COPE		
COPE		Double period 1-2
 Climbing	Climbers need to bring long sleeve shirt, long pants, and acceptable footwear (sneakers or flexible closed toe shoes)	Double period 2-3
Shooting Sports		Double Periods
 Archery		1-2
 Rifle Shooting		1-2
 Shotgun Shooting	Must be at least 13 years old. Preferred that they already have Rifle Shooting MB	1-2
Handicraft		
 Art		1,3
 Basketry		1
 Chess		1,2
 Fingerprinting	Bring a pencil to dinner. Class is Monday & Tuesday evening.	Evening
 Leatherwork	There is an additional \$15 charge for supplies	1,3
 Model Design and Building	#5 – Build a special-effects model of a fantasy spacecraft - Start working on this requirement.	2
 Music	Requirement #3 -If you have participated in your school band or chorus please bring a note/program showing your participation. #4 – Bring documentation	Evening
 Pottery		3
 Sculpture		2
 Wood Carving	Scouts must present their Totin' Chip at class for Req #2a or earn it at camp before Friday's class	2,3
Outdoor Skills		
 Camping	Requirements #4b – help a patrol prepare for an actual campout, #8d - Cook at least one breakfast, one lunch, and one dinner for your patrol. #9 a – 20 days & nights & 9b special experiences.	1,3
 Fire Safety	Requirement #6a - Draw a home fire- escape plan, create a home fire-drill schedule, and conduct a home fire drill. #11 - Visit a fire station, etc.	2
 First Aid	Requirements #1 – Must have first aid skills up to and including First Class. #5 – Make a first aid kit for your home and bring picture of kit to camp.	Double Period 1-2

 Pioneering		1,3
Polaris		Double Period 2-3
 Search and Rescue		2
 Signs, Signals, and Codes	Scouts will need to spend significant time before camp to begin to learn American Sign Language, Morse code, Braille, semaphore, nautical flags, trail markings, and other nonverbal communications.	1
 Wilderness Survival	Bring supplies for Req #5 (small survival kit)	1,3
Ecology		
 Fish and Wildlife Management		2
 Fishing	Req #9 - Catch at least one fish and identify it. Req #10 - Clean and cook a fish you have caught. Bring documentation that you have completed these requirements.	2
 Forestry		3
 Geology and Mining in Society		1
 Nature	It is recommended that you start working on requirement #4	1, 2
 Environmental Science	Merit badge pamphlet is required for this class	Double Period 2-3
 Soil and Water Conservation		3
 Weather	Complete one option for Req #9	1
Trail to Eagle		
 Citizenship in the Nation	Requirement #2 – Visit 2 nationally approved places, etc. #3 – Read front page or watch news for 5 days and be prepared to discuss, etc. #8 – Write letter to Senator or Congressman, etc.	1
 Citizenship in the World		2
 Communication	Requirements #5 – Attend a public meeting, etc. #8 - Plan a troop or crew court of honor, campfire program, or an interfaith worship service. etc.	1,3
 Emergency Preparedness	Requirements #1 – Earn First Aid MB #2c - Complete a family plan #6c - Your community's emergency management director #8a, 8b, 8c - troop mobilization #9a, 9b or 9c – family safety	2
 Personal Management	Requirement #2 takes 13 weeks to complete a personal expense report. Requirement #1 and #8 are family-based requirements that must be done at home.	3
STEM		
 Astronomy		Evening
 Animation		1,3
 Electronics and Electricity (Combined)	Requirements of Electricity #2 & 9a	2
 Engineering	Bring a manufactured item from your home for requirement #1	1, 3
 Game Design		1
 Moviemaking		Double Period 1-2
 Programming		2
 Robotics	Complete Req #6a or be prepared to do Req #6b (Robotics competitions)	Double Period 2-3
 Space Exploration		1,3
 Welding	Must have heavy pants and work boots	Evening

2020 CAMP DATES & PROGRAMS

WEEK 1: July 5-July 10

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

WEEK 2: July 12 – July 17

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 2: Week 2 of 3

WEEK 3: July 19 – July 24

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 3: (choose week 3 or 4) Return for a week as a camper.

WEEK 4: July 26 – July 31

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 3: (choose week 3 or 4) Return for a week as a camper.

Online Camp Registration & Merit Badge & activity Signup Please register and pay for your Scouts and leaders to attend camp by visiting <https://scoutingevent.com/218-2020BSHinds> and clicking on the REGISTER button. Make sure that after you register for camp you or your Scouts signup for their merit badges. Parents and Scouts will also be able to access their schedules and pay via the parent portal.

Specialty Programs **Troop H- Provisional**

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. Camping with the Provisional Troop is the 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 Scout's leaders for the week. Each Scout will join the provisional troop in Wilderness campsite which is made up of Scouts from different troops throughout the area and even out of state. They will be entitled to participate in all camp activities as any other Scout would. They will have the added excitement of meeting and making friends from around the council and the country. This program is a great way for Scouts to spend an extra week at camp after their troop has gone home. 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.

BSA Lifeguard

Full Week-Half Day Program | Age 15+ (and adults)

Offered Every Week

Age 15+ (and adults) Offered Every Week

The BSA lifeguard is an intensive program led 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 and 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: BSA Lifeguard is an intensive program that will run all week involving most mornings, every afternoon, and a couple of evenings.

Full Week-Half Day Program | Age 15+ (and adults) Offered Every Week

Program Schedule:

Scouts participating in session 2 should plan on all afternoons and 3 evenings during your week. 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 programs 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 14 through 16

Session 1(July 5th- July 10th)

Session 2 (July12th- July17th)

Session 3 (choose July 19 - 24 or July 26 - 31)

Get three weeks of camp for the price of one!

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 their session 1 of 3, CIT's will shadow in five different areas at camp, build relationships with other CIT's by participating in unique program opportunities, and learn about what it means to be a scout and a camp staffer.
- During Session 2 of 3, CITs assist in one area, assisting in key instruction under the watchful eye of the area directors. It is our goal to introduce our CITs to being active members of the camp staff team.
- During session 3 of 3 you will return as a camper participating in the regular camp schedule. You may choose to come during week 3 or week 4 of camp.

Cost:

Early Bird: \$400.00 when paid in full by June 5, 2020 Regular

Fee: \$450.00

This includes a 2020 t-shirt, food and living arrangements. CIT's will be required to follow the 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, official Scout socks, and a belt. A complete supply list will be provided upon acceptance to the program.



Older Scout Activities

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) | Age 14+

Every Morning all week

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.



Open Water Skiing | Age 13+

Monday - Three sessions - Class size is limited to 2 Scouts per session.

- 2:00-2:50pm
- 3:00-3:50pm
- 4:00-4:50pm

Participants must be classified as Swimmers and have Water Sports MB or equivalent skills. This is NOT a merit badge class.

Water Skiing Experience | Age 13+

Nine Sessions are available – Will be posted at camp.

Participants must be classified as Swimmers and have Swimming MB. Scouts will begin working on the requirements for Water Sports Merit Badge. The required evening session will cover the non-skiing requirements and an introduction. If you have a conflict with the evening session, you may talk to the aquatics director about taking it a different night before your actual skiing session.

Pine Tree Council Sailing Program (Afternoons during weeks 2 & 4)

New! Join us for this excellent sailing instructional course. You will spend afternoons learning to sail – on the water. Learn the mechanics of how to operate a sailboat, the parts of the boat and the safety aspects of sailing from a great group of highly experienced sailors! This is an experiential course where you will get to do a lot of sailing, perhaps participate in a field trip to Casco Bay to sail on a full-sized boat and earn Small Boat Sailing merit badge along the way.

Preference is given to 2nd year plus campers or 13+ years old.

Course is limited to 10 participants.

ONLY AVAILABLE WEEKS 2 & 4

Snorkeling BSA | Age 13+

Four sessions are available – Class size limited

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm



The Snorkeling BSA award introduces Scouts and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for those who later will participate in more advanced underwater activities. Participants must be Swimmers.

Paddleboard BSA | Age 13+

Four sessions are available – Class size limited

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm



The Paddleboard BSA award has been developed to introduce Scouts to basic paddle boarding skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatic recreation; and to lay a skill and knowledge foundation for those who will later participate in more advanced and demanding activities on the water. Participants must be Swimmers.

SCUBA | **Age 13+ additional class fee of \$405.**

Full Week-Morning Program Weeks 1 & 2 Min. 4 scouts to host the class

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.



Trail Blazers | Age 13+

Two sessions are available

Monday & Tuesday 2:00-5:00pm

Wednesday & Thursday 2:00-5:00pm

This conservation group will work with the Nature staff to restore the camp's hiking trails. With your Scoutmaster's approval you can use this as service hours toward rank advancement.

SeaPerch Navigation | Age 13+

Four sessions are available – Each session limited to 12 Scouts

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm

SeaPerch is an innovative underwater Remotely Operated Vehicle (ROV). During the first part of the program Scouts will learn the basics of SeaPerch underwater navigation. After some practice, the group will be divided into small teams to compete in an obstacle course navigation challenge.

Troop Afternoon Activities

Make the most of your afternoons at camp this year with our afternoon schedule. Following an hour siesta, the afternoon program opens 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. All the activities are 50 minutes. It is our hope that each troop will 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.
- 🔊 If you are a large troop, you may wish to schedule more than one activity at a time.
- 🔊 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.
- 🔊 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!
- 🔊 Programs may be changed by the time of the pre-camp meeting. Please check with the camp leadership if you have questions or an idea.

To Register: Register for afternoon activities by completing the form in the back of this guide.

Then:

- Mail the form to camp: Camp William Hinds 146 Plains Road, Raymond, Maine 04071
- Email a copy to the camp administration:
- Turn it in at the Scoutmaster and SPL orientation meeting at 1:00pm on Sunday

The sooner we get the form the better. Many sessions have restricted sizes or certain days of operation so preference will be given to those who register early. The following is a description of the available activities organized by program areas.

Boating

- Tenny River Run (3 hours 4:00pm-7:00pm)
- Grab a canoe or kayak and food for dinner from the kitchen 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
- Enjoy a little time on the water in a rowboat, canoe or kayak.
- Troop Fishing
- Bring your own gear or check out some from the nature area. Some Scouts can fish from the shore at Tenny Point while others take a rowboat out on the lake or down the river.

Campwide



CPR Practical

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 Preparedness.

Service Projects: A Scout does a good turn each day, but at Camp we only ask for one a week! Sign up for a Camp Improvement Project, Campsite Improvement Project, or Conservation Project!

Camp Improvement Project

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

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.

Conservation Project

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.

Craftshop

Survival Bracelets

“Be Prepared” for anything while wearing a paracord bracelet that you made yourself. Stop by the Craftshop for this fun and useful project.



Gimp Projects

Gimp has been a popular craft with the Scouts since its introduction at the Third World Jamboree in 1929. Your troop will have the chance to work with 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

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.



Duct Tape Projects

What kind of useful and decorative project can you make using only duct tape? These projects could 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.

Neckerchief Slides

Make neckerchief slides by pouring Plaster of Paris into special molds or carve them from wood. Schedule this at the beginning of the week so the plaster has time to dry or you have time to finish your carving.





Woodburning

Woodburning is the art or process of burning a design into wood with an electrically heated tool. Select a small wooden plaque or Scout stave, draw or trace a design in pencil and then make it permanent by burning it in.



Nature

Swamp Romp

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

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

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. Choose from among a variety of guided hikes such as:

- Edible Plants
- Bird Identification Hike
- Plant and Tree Identification
- Wildlife and animal sign Identification
- Rock and Mineral Identification

Nature Games

Learn a little bit about nature by playing some nature games such as Nature Jeopardy, Nature bingo, Leaf Identification Relay, Stalking Game, Tracking Game, Nature Alphabet Game, Onion walk, Leaf prints, etc. Troops signing up for Nature Games will get a handout describing the games available.

Polaris



Leave No Trace Awareness

Leave No Trace is an awareness and an attitude rather than a set of rules. It applies in your backyard or local park as much as in the backcountry. Learn how to practice Leave No Trace in our thinking and actions—wherever we go.

Learn Leave No Trace by sharing the principles and then discovering how they can be applied. Learn how to ask questions like “What can we do to reduce our impact on the environment and on the experiences of other visitors?” Learn how to tailor camping and hiking practices to the environment where the outing will occur. Forest, mountain, seashore, plains, freshwater, and wetland environments all require different minimum impact practices.

Knot Relay

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



Totin' Chip

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

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.



Scoutcraft

Tomahawk Throwing

Like the mountain men of old, you too can take up tomahawk throwing to pass the time on a warm summer's day. It's a great activity to do because it's so stinkin' easy. Try your hand at learning the skill of tomahawk throwing. Practice this old time Scouting skill with your troop.



Donuts and Snacks

Bring your Dutch oven on your next campout and have fun cooking some great tasting snacks. Learn to cook and eat donuts and other snacks such as monkey bread, funnel cake, cobblers, dump cakes, pineapple upside down cake, fried dough, and apple pie bites. Scout will help cook some of these treats and will get to sample the goodies.



Matchless Fire Building

Instructor: Demonstrates several methods that can be used to start a fire without a match

Scouts: Select one method and start a fire. Who can get a sustainable fire going first? Fuel piled no higher than lower string (9 inches above ground). Who can burn the top string (16 inches) first?



Advanced Knot-Tying

Going beyond the minimums of First Class Rank, let our Scoutcraft instructors teach expert-level knots such as a Monkey's Fist, Windsor Knot, or even a bit of showmanship such as the One-Handed Bowline!

Shooting Sports



Rifle Shooting – Troop Shoot

Wander up to the Rifle Range and shoot with our knowledgeable and extremely accurate shooting sports staff!

Archery – Troop Shoot

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

COPE, Climbing & Sports



Team Building Games

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

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

Reach new heights with your troop. Join our staff at the climbing wall and see if this is your new favorite sport. Each session is limited to 15 participants. Signup for multiple sessions if you troop is larger than 15. Available on Monday afternoon or evenings,

Team Sports

Divide your troop into two teams or challenge another troop to a game:

- basketball
- flag football
- soccer
- volleyball
- ultimate Frisbee.



Gaga Ball

Gaga is a fast paced, high energy sport played in an octagonal pit. The more players the better! The game is played with a soft foam ball, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a ball below the knees. Players need to keep moving to avoid getting hit by the ball. Fun and easy, everyone gets a serious workout. Play Gaga Ball in our newly constructed Gaga Ball Pit!



Disc Golf

Experience the thrill of one of the fastest growing sports – Disc Golf! Disc golf is a game in which a concave plastic disc is thrown into each of a series of metal baskets situated on an outdoor course, the object being to complete the course using the fewest possible throws.

Swimming



Basic Rescue Skills

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

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

Safe Swim

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

Get wet and enjoy the water.

Water Games

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



1st & 2nd Class Rank Aquatics Requirements (7:00pm any day Monday through Thursday) (No signup required)

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

Lego Derby

Each pair of Scouts will be given a set of Lego derby wheels which will run on a standard Pinewood Derby track. Scouts will be given 15-20 minutes to design and build a derby car out of assorted Lego blocks following a set of pre-printed design rules. At the end of the time, all cars will have a race or two. After the race, teams will have the opportunity to re-design their cars. A second set of races will be held. Again, teams will have time to re-design their cars.



How to Use GPS

The compass cannot be replaced but understanding how to use electronic orienteering devices is an important skill for people who enjoy the wilderness. A GPS navigation device, GPS receiver, or simply GPS is a device that can receive information from GPS satellites and then to calculate the device's geographical position. Using suitable software, the device may display the position on a map, and it may offer directions. The Global Positioning System (GPS) is a global navigation satellite system (GNSS) made up of a network of a minimum of 24, but currently 30, satellites placed into orbit,



Geocache Treasure Hunt

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

Troop Time

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!

Evening Activities

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.

- Sunday Night Duty to God Service
- Opening and Closing Campfires with the Camp Hinds Staff
- Scoutmaster Splash and Aquatic Games
- Volleyball and Gaga Ball
- Older Scout Black Powder Demo
- Ice Cream Social for all campers new to Camp Hinds (new leaders, too!)
- Meet and greet with our International staffers
- Fingerprinting MB and Music MB

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 Wednesday 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 Wednesday where you will plunge, splash, or dip into Panther Pond. For those brave enough to attend, 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 through Thursday at 4:00 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. We know some conflicts can occur with afternoon activities. Talk to our Aquatics Director to schedule an alternate time to swim.

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 during your week at camp. Stop at the camp office to check on availability of equipment.

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 Sunday evening following the campfire in by Main Waterfront. 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.

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 **1:00 pm daily** at the Rec Hall.



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 at 8:30pm following merit badge sessions at the dining hall



Scouting Day

Wednesday at Camp Hinds will be dedicated to Scouting's other programs: Venturing, Sea Scouts, and Exploring. We encourage all members of these programs who are attending camp to wear those uniforms. We will have special programs in the dining hall on Wednesday to recognize these programs.

Meet and Greet our International Camp Staffers

On Tuesday evening at 8:30pm our International Camp Staffers will be in the dining hall to talk about their home countries and their Scouting experiences.

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!! See you at main beach at **8:30pm on Thursday**.

Madockawanda Lodge - Order of the Arrow

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrow men are known for maintaining camping traditions and spirit, promoting year-round and long-term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

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.

Girl Troops in Camp

Leadership

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.

Campsites

Girl Troops may select to reserve an all-girls campsite or may share a site with their linked boy troop. When sharing a site with boy troops, all troops that have reserved the site must be aware of and agree to share with a girl troop.

If troops are to reserve Tenny campsite, Scouts should bring tarps to cover the front of the lean-to for privacy. Tenny will be set with 12 lean-tos and 4 wall tents.

Accommodations

Separate accommodations for adult males and females and youth males and females are required.

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Where girl troops and boy troops share a campsite, girls and boys should be assigned to different patrol sites with a buffer zone between them where possible.
- Youth sharing tents should be no more than two years apart in age.
- Youth and adults tent separately.
- Spouses may share tents.

Latrines

Troops are responsible to come up with a system to indicate when stalls are in use and when they are available.

Showers

Females: Adult, staff, and youth females will use the **Boone** shower house. Separate times for adults and youth will be posted on the building.

Males: Adult, staff, and youth males will use the **Nature** shower house or the **Tenny** shower house. Separate times for adults and youth will be posted on the buildings.

Program:

All merit badge classes, afternoon activities, older Scout activities, and evening activities will be co-ed. All Scouts, whether boys or girls, will have access to the same program opportunities.

Uniforms, Troop Photos and Trading Post

Uniforms

Camp Hinds has a long-established tradition of wearing uniforms in camp. Our staff is always in uniform, unless their job requires something else. We encourage all our Scouts and leaders to proudly wear the Class A Field Uniform every evening for retreat and the dinner meal. The camp t-shirt, hat, etc. will be available in the Trading Post for those that would like to purchase them. We also encourage units to wear their unit shirt throughout their stay.

Troop Photos & Photo Release Form

A professional photographer will be in camp to take troop photos for those units wanting them. Photos are colored 8 x 10'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 at the Friday night campfire. The day and time of your photo sessions will be scheduled at camp.

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-shirts, hats, sweatshirts, postcards and stamps, souvenir items, candy, soda and toiletries. We also offer camping equipment like flashlights, insect repellent, jackknives and much more! The amount of money that each Scout brings is an individual matter and should be determined by the Scout and their parent or guardian.

Chicken 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. Campers and leaders in camp for the week do not need to purchase tickets. The tickets are \$7.50 for adults and \$5.00 for siblings 12 and younger.

What to Pack

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

Personal Gear

- Scout Uniform (and extra parts)
- Scout hat
- Extra pants, shirts, socks
- Extra underwear
- Extra towels
- Extra shoes
- Rain gear
- Water bottle
- Pillow
- Sleeping bag or blankets
- Swimsuit
- Cook 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 & hiking shoes for hikes or overnights
- Sneakers or athletic shoes for sports
- Old shoes and old clothes for swamp romp
- OA sash
- Pocket knife
- Camera
- Songbook
- Watch
- Money for trading post
- Insect repellent (NO sprays please)
- Laundry bag
- Fishing gear
- Suntan lotion
- Stationery & stamps
- Pajamas
- Bible or prayer book
- Musical Instrument
- Crazy hat for crazy hat day
- Sports equipment (gloves, etc.)
- See Merit Badge Prerequisites for other items needed for your merit badges

Leave at Home

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, CD players, televisions, electronic games, cell phones, squirt guns, alcoholic beverages, and illegal drugs. Other 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 Wed Dinner)
- Troop flags, Patrol flags
- Dependable alarm clock
- Brooms
- Photocopies of all medical forms
- Tents for Scouts taking Polaris

Optional Troop Gear

- Lanterns
- Cook stove
- Woods tools
- Dutch oven
- Spade
- Paper/plastic plates, cups, utensils
- Wheelbarrow or garden cart Sports equipment



Contact Information

Camp William Hinds, BSA 146 Plains Road
Raymond, ME 04071

Phone (Business and Emergency Use):

(207) 655-6766 (Camp season only)

Remember, there is no phone next to your Scout'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 William 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 Scout 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 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

Camp William Hinds
146 Plains Road
Raymond, ME 04071
(207) 655-6766

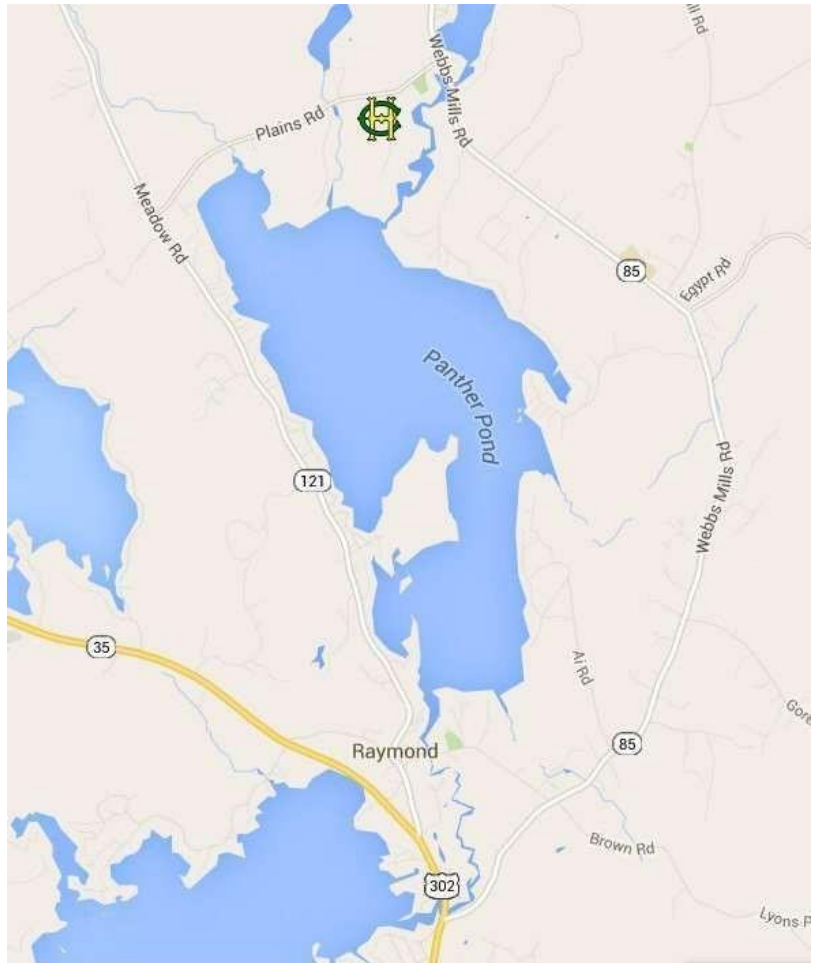
Plains Road is between Routes 85 and 121, both of which intersect Routes 302 and 11.

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



Camp William Hinds – 2020 – Advancement Registration Form

First Name		Last Name	
Date of Birth	/ /	Week #	District
Troop	Campsite	AB=Abnaki KV=K Valley OC=Out of Council CB=Casco Bay YK =York	
			Provisional ? <input type="checkbox"/> Yes

Period 1

- | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> Animation MB (1,3)
<input type="checkbox"/> Archery MB (1-2)
<input type="checkbox"/> Art MB (1,3)
<input type="checkbox"/> Basketball MB
<input type="checkbox"/> Camping MB (1,3) ®
<input type="checkbox"/> Chess MB (1,2)
<input type="checkbox"/> Citizenship in the Nation MB®
<input type="checkbox"/> Communications MB®
<input type="checkbox"/> COPE (1-2)
<input type="checkbox"/> Engineering (1,3) | <input type="checkbox"/> First Aid MB (1-2) ®*
<input type="checkbox"/> Game Design MB
<input type="checkbox"/> Geology and Mining in Society MB
<input type="checkbox"/> Leatherworking MB (1,3)®
<input type="checkbox"/> Lifesaving MB (1,2,3) ®*
<input type="checkbox"/> Movie Making MB (1-2)
<input type="checkbox"/> Nature MB (1,2) ®
<input type="checkbox"/> Pioneering MB (1,3)
<input type="checkbox"/> Rifle Shooting MB (1-2)
<input type="checkbox"/> Rowing MB* | <input type="checkbox"/> Scuba Diving MB (1-3)
<input type="checkbox"/> Shotgun Shooting MB (1-2)®
<input type="checkbox"/> Signs, Signals and Codes MB®
<input type="checkbox"/> Space Exploration MB (1,3)®
<input type="checkbox"/> Swimming MB (1,2,3) ®*
<input type="checkbox"/> Swim Instruction (1,2)
<input type="checkbox"/> Weather MB®
<input type="checkbox"/> Wilderness Survival MB (1,3)® |
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Period 2

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| <input type="checkbox"/> Archery MB (1-2)
<input type="checkbox"/> Canoeing MB (2,3)*
<input type="checkbox"/> Chess MB (1,2)
<input type="checkbox"/> Citizenship in the World MB®
<input type="checkbox"/> Climbing MB (2-3)®
<input type="checkbox"/> COPE (1-2)
<input type="checkbox"/> Electricity & Electronics MB®
<input type="checkbox"/> Environmental Science MB (2-3)®
<input type="checkbox"/> Emergency Preparedness MB®
<input type="checkbox"/> First Aid MB (1-2)® | <input type="checkbox"/> Fire safety MB®
<input type="checkbox"/> Fish & Wildlife Management MB
<input type="checkbox"/> Fishing MB®
<input type="checkbox"/> Kayaking MB (2,3)*
<input type="checkbox"/> Lifesaving MB (1,2,3) ®*
<input type="checkbox"/> Model Design Build MB®
<input type="checkbox"/> Motorboating MB (2-3)*®
<input type="checkbox"/> Movie Making MB (1-2)
<input type="checkbox"/> Nature MB (1,2)®
<input type="checkbox"/> Polaris Program (2-3)
<input type="checkbox"/> Programming MB®
<input type="checkbox"/> Rifle Shooting MB (1-2)
<input type="checkbox"/> Robotics MB (2-3)® | <input type="checkbox"/> Sculpture MB®
<input type="checkbox"/> Scuba Diving MB (1-3)
<input type="checkbox"/> Search and Rescue MB®
<input type="checkbox"/> Shotgun Shooting MB (1-2)®
<input type="checkbox"/> Swimming MB (1,2,3) ®*
<input type="checkbox"/> Swim Instruction (1,2)
<input type="checkbox"/> Woodcarving MB (2,3)® |
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Period 3

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| <input type="checkbox"/> Animation MB (1,3)
<input type="checkbox"/> Art MB (1,3)
<input type="checkbox"/> Camping MB (1,3)®
<input type="checkbox"/> Canoeing MB (2,3)*
<input type="checkbox"/> Climbing MB (2-3)®
<input type="checkbox"/> Communications MB®
<input type="checkbox"/> Environmental Science MB (2-3)®
<input type="checkbox"/> Engineering MB (1&3)® | <input type="checkbox"/> Forestry MB®
<input type="checkbox"/> Kayaking MB (2,3)*
<input type="checkbox"/> Leatherworking MB (1,3)®
<input type="checkbox"/> Lifesaving MB (1,2,3)*®
<input type="checkbox"/> Motorboating MB (2-3)*®
<input type="checkbox"/> Pioneering MB (1,3)®
<input type="checkbox"/> Personal Management MB®
<input type="checkbox"/> Polaris Program (2,3)
<input type="checkbox"/> Pottery MB | <input type="checkbox"/> Robotics MB (2-3)®
<input type="checkbox"/> Scuba Diving MB (1-3)
<input type="checkbox"/> Soil and Water Conservation MB
<input type="checkbox"/> Space Exploration MB (1,3)®
<input type="checkbox"/> Swimming MB (1,2,3) ®*
<input type="checkbox"/> Woodcarving MB (2,3)®
<input type="checkbox"/> Wilderness Survival MB (1,3)® |
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Afternoon 13+ years of age or Adults

- Small Boat Sailing Program ®*

Afternoon 15+ years of age or Adults

- BSA Lifeguard (all afternoon) ®

Evening (7:00pm)

- Mile Swim, BSA (M->R)*
- Music MB (MTR)®*
- Astronomy MB (M->R)
- Welding MB (M->R)
- Watersports MB (M->R)*
- Finger Printing MB (M->T)*

(M&T) = 2 days Monday and Tuesday (W&R) = 2 days Wednesday and Thursday (M) (T) (W) (R) = Single day

® = Scouts will get a partial in this merit badge unless they complete all the pre-requisites before camp and bring documentation.

* = Must be classified as a Swimmer and may need additional Aquatics merit badges as pre-requisites.