1987 Camp Administration

Camp Director . . . . . . . . Marty Kadel
Assistant Camp Director . . . . Bill O'Connell
Program Director . . . . . . Dean B. Zaharis
Ranger . . . . . . . . . . . . . . Glen Gisel
Nurse . . . . . . . . . . . . . . . Eraine Sargent
CAMP HINDS POLICIES AND REGULATIONS

PARKING AND VEHICLES: All vehicles must be stored in the visitor's parking lot. Vehicles will be allowed to load and unload (Sunday 2:00 - 5:00 and Saturday AM.) at their site, although the Fanny Road will remain closed. Vehicles will absolutely not be allowed in the campsites. Exceptions for disabled persons may be arranged through the Camp Director.

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

SMOKING: Smoking by adults will be in designated areas only. The Dining Hall, Trading Post, Program Areas, and Tents are off limits! Smoking by youth is prohibited. Please field strip all butts. Aid us in setting the example and maintaining fire safety.

CAMP PROPERTY: Damage to camp property will be billed to the troop, likewise any tools or equipment signed out to the troop or troop member and if not returned will be billed to the troop.

VISITORS/LEAVING CAMP: It is imperative that visitors (excluding check-in and Friday evening) check-in at the trading Post. Adult leaders who plan to leave camp during the week should notify the Camp Office. Scouts leaving camp must sign out at the Trading Post/Office.

LIQUID FUELS: Permission to use liquid fuels stoves or lanterns must be obtained from the Camp Director. This is a National Regulation. All fuel containers must be stored by the ranger. Propane may be used when underwriter approved cylinders are used. Do not place empty containers in the dumpsters.

INITIATIONS AND HAZINGS: This does not belong in a Scout Camp. Scout Leaders will see to it that all new campers are properly oriented and assisted to get the most out of their camp experience.

DISCIPLINE: The Scoutmaster is in charge of his troop at all times and is responsible for the conduct and discipline of his Scouts. The Camp Administration will assist if asked, and will intervene in special circumstances.

WATERFRONT RULES: These are posted at the Aquatic Areas for everyone's protection and must be strictly adhered to. Aquatic Facilities are for the use of Registered Scouts and Leaders. All participants must have a signed medical form and take the swimming classification test.

ITEMS NOT ALLOWED IN CAMP: Sheath Knives, Fireworks, Ammunition, Televisions, Hunting Arrows, and Pets are not allowed in camp under any circumstances. Radios are allowed in sites only, with the Scoutmaster's permission. Insect Sprays are discouraged as they damage tents. 22-caliber single shot rifles are allowed but must be immediately checked-in at the Camp Office, bows must be immediately checked-in also. Semi-automatic or high caliber rifles and all handguns are prohibited.

FIRE PREVENTION: Care should be exercised around the campsites in the use of matches and fuels. No flames of any type are permitted inside tents. Use the Troop Fire-Guard Plan in your campsite.
HEALTH AND SAFETY: Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents/illnesses are to be reported/treated by the Camp Nurse ONLY.

LOST AND FOUND: A lost and found box will be maintained at the Trading Post.

SLEEP: Particular emphasis is placed on providing every Scout with adequate sleep every night. It is the responsibility of the Scoutmaster to see that his campsite is a courteous one. Rowdiness and excessive noise after Taps and before Reveille will not be permitted.

UNIFORM: The Scout Uniform, correctly worn, is proper any time, but required (with exception of boys who don't own a uniform) for the evening meal, retreat, and campfires. Some Scouts do not have a uniform through no fault of their own, and it should be noted that a uniform is not a pre-requisite for attending camp. Leaders are encouraged to be in uniform as well.

Adequate footwear must be worn at all times as a matter of safety. Wet bathing suits should be changed immediately, and will not be permitted in the Dining Hall.

TALLY SYSTEM: Anyone who observes another person throwing litter in camp and who picks it up and returns it to the offender is due a similar brand-new item from the litter bug. (ie. a candy wrapper earns a candy bar — a cup earns a soda). This applies to staff and adult leaders as well. Let's keep our camp CLEAN!!

OFF LIMITS: Staff housing and the kitchen are off limits to Scouts and leaders.

SCOUTMASTER'S PLANNING INFORMATION

SCOUTMASTER'S PRE-CAMP MEETING:
Scoutmasters are strongly encouraged to attend the Pre-Camp meeting which will be held at 12:30 p.m. on each Sunday, prior to the 2:00 p.m. check-in. The adult who will have the primary responsibility for the troop in camp should attend, along with the camp S.P.L.; other adults may attend, but please, no other Scouts.

This meeting will be held at the Rotary Training Center. No meal will be served. Agenda will include: Troop Program Planning, Camp Rules, Emergency procedures. There will be no Sunday evening meeting.

MEDICAL FORMS:
All Scouts must have a properly completed and signed B.S.A. Medical Form, according to Maine State Law and B.S.A. Regulation.

We ask that all troops send (or bring) their forms (even if there are one or two uncollected) to Camp Hinds, Plains Road, Raymond, Maine 04071 at least one week prior to your arrival. This allows the nurse to double-check for missing signatures, alert cases, and to pre-prepare Buddy Tags.

This will ultimately save you much time and trouble on Sunday.

Troops complying with this request will be processed through the Health Lodge before troops that do not comply.
CHECK-IN:
The Camp Gate will be locked until 2:00 P.M. This will allow the staff adequate time to prepare for your arrival. You will be met by a Commissioner and Staff Guide upon arrival. Vehicles may be driven to the site for unloading purposes, but must be moved immediately afterwards to designated areas. Exceptions to these rules may be made through the Camp Director only.

Troops assigned to Tenny, Maguire, Brownsea, Bailey, or Siple sites will be directed to a loading area where the Camp Truck will transport equipment to each site. NO private vehicles will be allowed down the Tenny Road or Dining Hall Area. Please co-operate with this effort to make check-in as smooth as possible.

CHECK-OUT:
The Closing ceremony is scheduled for 8:30 on Saturday Morning. We ask that you be packed and prepared to leave camp by 9:30. The same vehicle rules apply. The staff will assist as much as possible. We have between 200 and 300 Cub Scouts arriving each Saturday Morning, so your co-operation is crucial.

SKILL AWARDS:
Skill Awards are the responsibility of each troop, and their adult and boy leadership. Skill Awards should be scheduled in each troop site during morning advancement periods. Sometimes you may want to combine these classes with other troops.

See your commissioner if you have any equipment needs or questions regarding troop Skill Awards.

WATERFRONT ORIENTATION:
A brief waterfront orientation for all Scouts and their Leaders will be held immediately following dinner on Sunday evening.

MERIT BADGE SIGN-UP:
On Sunday evening, immediately following the waterfront orientation, a merit badge sign-up will be held in the Dining Hall. All Merit Badge Counselors will be stationed around the Dining Hall to sign-up Scouts for various badges. Scouts should be counselled prior to the sign-up by their scoutmasters and should have a tentative schedule on paper. Scouts must have a blue merit badge card with signed Scoutmaster approval in order to sign up for any badge. This eliminates Scouts getting involved with an inappropriate badge. Blue Cards will be available at the camp Trading Post at the standard cost of five cents each.

This method will eliminate the Monday morning confusion.

SAFE SWIM AND SAFETY ABOAT CERTIFICATION:
All adults are required by the Boy Scouts of America to take these brief but required orientation sessions EVERY YEAR. An increasing number of aquatic accidents on troop trips is the basis for this rule.
TROOP AND PATROL COOKING:
Starting with Thursday Lunch, will be troop/patrol cooking day. For three meals (Thursday Lunch, Thursday Dinner, and Friday Breakfast) troops or patrols will cook their own meals. Cooking gear will be supplied by the Commissioner Staff when necessary, but we request that each troop bring whatever equipment they possess. No individual eating utensils will be provided. The camp will provide charcoal, but no fluid. Use of fluid is strongly discouraged at Boy Scout Camps.

VISITORS DAY AND CHICKEN B.B.Q.
Parents and visitors are asked to leave by 4:30 P.M. on Sunday afternoon. Friday is parent's night. Parents will be allowed into camp at 5:00 P.M. and will be allowed to stay through the campfire.

Scoutmasters are requested to make B-B-Q reservations and payments on Sunday, with a deadline of Tuesday noon. Tickets will be on sale at the Trading Post Sunday. The price is $4.00 per person. (Scouts attending Camp - Free).

Please encourage all parents to attend the B-B-Q and Campfire.

Parents are allowed into camp at 8:00 on Saturday morning to assist with packing and check-out.

SENIOR PATROL LEADER'S COUNCIL:
There will be a brief Senior Patrol Leader meeting every day at 12 noon. Each S.P.L. is expected to attend and be on time. Camp Wide events and special concerns will be addressed.

Scoutmasters are excluded from this meeting.

RELIGIOUS OBLIGATIONS:
There will be a brief, non-denominational service during each week, hopefully on Tuesday evening. All Scouts and Scouters are strongly encouraged to attend.

TELEPHONE:
Camp telephone number for in-coming calls is (207) 655-4878. There is a pay phone available for adults. Scouts are strongly discouraged from phone use, and must have a note from their Scoutmaster.

MAILING ADDRESS:
Scout
Troop
Camp William Hinds
Plains Road
Raymond, Maine 04071

TRAIL TO EAGLE WEEK:
During the week of August 9 - 14, a special trail to Eagle Advancement Camp will once again be offered. Open to only Scouts of First Class or above, this is an intensive advancement program with all Eagle Required badges offered. Scouts should be aware that many badges require preparation before camp (ie., Personal Management requires a 90 day budget).
AQUATICS CAMP:
Open to Scouts 12 years old or older during the week of August 2 - 8. Emphasis
is on all aquatic skills. Participants have the opportunity to complete B.S.A.
Lifeguard and will earn a special Aquatics Patch. Applicants must already have
Swimming Merit Badge.

ADDITIONAL AWARDS AVAILABLE:

BSA Lifeguard --> A demanding certification in B.S.A.'s aquatic programming. It
is available to those Scouts who have completed: Swimming, Lifesaving, Canoeing,
Rowing, and First Aid Merit Badges, and to adults that are proficient in these
agrees. It is recommended that each troop that conducts year-round aquatic
programs have at least one member certified. This certification is good for
three years. Applicants must see the Aquatic Director at the Merit Badge
Sign-up, and plan to spend the bulk of thier week at the Waterfront.

Mile Swim --> Aquatic Director, for adults too.

Snorkling, BSA --> Aquatics Director.

Paul Bunyan Woodsman Award --> Advance use of woods tools, through
Commissioner.

Totin' Chip --> Wood tools safety, through Commissioner.

Firin' Chit --> Fire safety, through Commissioner.

World conservation --> Through Nature Director.

Camp Conservation Corps --> Through Nature Director.

This Is My Camp --> Button for service project (2 hours) Through Commissioner.

Honor Camper --> Chosen within your unit (one Scout only)

PATROL ADVENTURE AWARD

PURPOSE: Baden-Powell founded Scouting based on the Patrol Method. One of
the functions of summer camp should be to emphasize and strengthen the patrol
method by helping patrols and their leaders reach their full potential. The
Patrol Adventure Award is designed to recognize all patrols that function as
a patrol throughout their stay at Camp Hinds.

THE AWARD:
1. The patrol name and troop number of all patrols that complete the
requirements for this award, will be placed on a plaque to be hung
in the dining hall as a permanent record of the patrol's
accomplishments.
2. Each patrol will receive a ribbon for their patrol flag.
3. Each patrol member will receive a wallet size certificate.
MERIT BADGE PREREQUISITES

Archery: Not recommended for first year Scout campers, without previous experience. Must pass 30 pound pull test at sign-up. (Meets for a double period)

Astronomy: By appointment only. Requirements before you come to camp # 2, & 3.

Athletics: By appointment only. Need to complete requirement 1 before camp.

Basketry: Recommended for all Scouts. Purchase of some materials required.

Bird Study: By appointment only. Need to complete requirement 5, 6, 7, & 8 before camp.

Botany: By appointment only. Requires extensive pre-camp work.

Bugling: By appointment only. Must have trumpet/bugle experience.

Camping: Not recommended for first year Scout Campers. Need to complete requirement 8a & 8c before camp.

Canoeing: Not recommended for first year Scout Campers. Must be a Swimmer.

Cooking: Recommended for all Scout Campers with Cooking Skill Award.

Environmental Science: Recommended for older Scouts only. (Meets for a double period). Mammals MB or Forestry MB helpful.

First Aid: Recommended for all Scout Campers. Must have First Aid Skill Award.

Fish and Wildlife Management: Not recommended for first year Scout Campers.

Fishing: Recommended for all Scout Campers. Must have own equipment or complete requirement #7 before camp.

Forestry: Recommended for all Scouts.

Geology: By appointment only. Not recommended for first year Scout Campers.

Indian Lore: By appointment only. Recommended for all Scout campers. Requires extensive pre-camp work.

Insect Life: By appointment only. Need to complete requirements 3 & 7 before camp. Not recommended for first year campers.

Leatherwork: Recommended for all Scout Campers. Purchase of some materials is required.

Lifesaving: Must have Swimming Merit Badge. May require extra time.

Mammals: Recommended for all Scout Campers.

Metalwork: Recommended for all Scout Campers.
Motorboating: Must have Swimming Merit Badge and Rowing Merit Badge. No first year Scout campers allowed.

Nature: By appointment only. Not recommended for first year campers. Requires extensive pre-camp work.

Oceanography: Not recommended for first year Scout Campers.

Orienteering: Not recommended for first year campers. Requires extensive pre-camp work.

Personal Fitness: By Appointment only. Need to complete 5 & 6 before camp.

Pioneering: Recommended for all Scout Campers.

Reptile Study: By appointment only. Not recommended for first year Scout Campers. Need to complete requirement #8 & 9 before camp.

Rifle and Shotgun Shooting: Recommended for older Scout Campers only. Not recommended for first year Scout Campers. (Meets for a double period).

Rowing: Recommended for all Scouts. Must be a swimmer.

Small-boat Sailing: Not recommended for first year Scout Campers. Must have Swimming Merit Badge.

Soil and Water Conservation: Not recommended for first year Scout campers.

Swimming: Recommended for all Scout campers. Must have Swimming Skill Award. Must have long sleeve shirt and long pants.

Water Skiing: Must have Swimming Merit Badge and Rowing Merit Badge. No first or second year Scout campers allowed.

Weather: By appointment only. Must complete requirements #2 and 5 before camp.

Wilderness Survival: Recommended for all Scout Campers. Bring supplies for requirement #5.

Wood Carving: Recommended for all Scout Campers. Purchase of some materials required.

SPECIALITY MERIT BADGES:
Each week we will be offering to 3rd, 4th, and 5th year Scout Campers a special Merit Badge not usually offered at camp. More details will follow at a later date.
## Camp William Hinds - 1987 - Merit Badge Schedule

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<thead>
<tr>
<th>Time</th>
<th>Aquatics</th>
<th>Craftshop</th>
<th>Nature-Conservation</th>
<th>Scoutcraft</th>
<th>Shooting Sports</th>
<th>Health Lodge</th>
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<tbody>
<tr>
<td>8:30-9:20</td>
<td>BSA Lifeguard</td>
<td>Basketry MB</td>
<td>*Environmental Science 8:30-10:20</td>
<td>Cooking</td>
<td>*Archery 8:30-10:20</td>
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<td>Life-saving MB</td>
<td>Leatherwork MB</td>
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<td>Wilderness</td>
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<td>Monday 2:00-3:50</td>
<td>Canoeing MB</td>
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<td>Forestry MB</td>
<td>*Rifle &amp; Shotgun</td>
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<td>Waterskiling MB</td>
<td>Metalwork MB</td>
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<td>Soil &amp; Water</td>
<td>Shoot’n 8:30-10:20</td>
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<td>Woodcarving MB</td>
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<td>Mammals MB</td>
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<td>9:30-10:20</td>
<td>Rowing MB</td>
<td>Basketry MB</td>
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<td>First Aid</td>
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<td>Life-saving MB</td>
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<td>PLUS</td>
<td>Metalwork MB</td>
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<td>Wednesday 2:00-3:50</td>
<td>Canoeing MB</td>
<td>Woodcarving MB</td>
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<td>Forestry MB</td>
<td>Shoot’n 8:30-10:20</td>
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<td>Motorboating MB</td>
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<td>*Rifle &amp; Shotgun</td>
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<td>Learners &amp; Beginners Instruction</td>
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<td>Shoot’n 9:30-11:20</td>
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<td>Canceling MB</td>
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<td>Swiming MB</td>
<td>Metalwork MB</td>
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<td>Oceanography MB</td>
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<td>PLUS</td>
<td>Small-Boat Sailing</td>
<td>Woodcarving MB</td>
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<td>Mammals MB</td>
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<td>Thursday 2:00-3:50</td>
<td>Learners &amp; Beginners Instruction</td>
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<td>Fish &amp; Wildlife Management MB</td>
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<td>*These Merit Badges meet for a double period.</td>
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<td>BY APPOINTMENT</td>
<td>Mile Swim</td>
<td>Indian Lore MB</td>
<td>Astronomy MB</td>
<td>Personal Fitness</td>
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<td></td>
<td>Snorkeling BSA</td>
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<td>Bird Study MB</td>
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<td>Reptile Study MB</td>
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CAMP WILLIAM HINDS - 1987 - DAILY SCHEDULE

TIME

SUNDAY:

12:30       Scoutmaster's planning meeting
2:00       Front Gate opens. The gate will be locked until
2:00. (Be prompt but not early).
2:00       Check-in, Medical re-check, Swim classification
5:45       Formal Retreat and waiter's call
6:00       Dinner
6:45 (approx)       Waterfront orientation
7:15 (approx)       Merit Badge Sign-up in Dining Hall
8:15       Welcome Campfire
9:00       Call to Quarters
9:25       Tattoo
9:30       Taps
9:45       Adult Cracker Barrell in Dining Hall

MONDAY-FRIDAY

7:00       Reveille
7:15       Waiter's Call
7:30       Breakfast (Cookout Friday)
8:00       Troop site improvement/Campsite inspection by SPL
           Sick Call
8:30- 9:20     First Activity Period
9:30-10:20    Second Activity Period
10:30-11:20   Third Activity Period
11:30-12:15   General Swim - Open Boating
12:00       S.P.L. Meeting
12:15       Waiter's Call
12:30       Lunch (Cookout Thursday)
1:00       Campwide Good Turn
           Siesta and troop quiet time in site (Staff Swim)
2:00- 3:50     Fourth Activity Period (2 activities on Tuesday)
4:00- 4:50     Fifth Activity Period
5:00       (Staff Swim)
5:45       Formal Retreat (except Thursday)
6:00       Dinner (Cookout Thursday, Family Chicken B-B-Q Friday)
7:00- 8:00     Evening Activity Period
9:00       Call to Quarters
9:25       Tattoo
9:30       Taps

SATURDAY

7:00       Reveille
7:15       Waiter's Call
7:30       Breakfast
8:30       Closing Ceremony - Followed by campsite inspection
           and check out. Try to be gone by 9:30 to assist the
           staff with incoming Cub Scouts.
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<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Notes</th>
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<tr>
<td>7:00</td>
<td>Reveille</td>
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<td>Merit Badge 1</td>
<td>Troop Rotation 1</td>
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<td>Merit Badge 2</td>
<td>Troop Rotation 2</td>
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<td>Archery Range</td>
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<td>10:30</td>
<td>Merit Badge 3</td>
<td>Troop Rotation 3</td>
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<td>11:30</td>
<td>General Swim &amp; Open Boating</td>
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<td>12:00</td>
<td>Senior Patrol Leader's Meeting</td>
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<td>Cook Out Lunch &amp; Camp Wide Event #2</td>
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<td>2:00</td>
<td>Merit Badge 1</td>
<td>Troop Rotation 4</td>
<td>Merit Badge 2</td>
<td>Merit Badge 3</td>
<td>Camp Wide Event #3</td>
<td>2:00-3:50</td>
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<td>2:50</td>
<td>Nature Project</td>
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<td>Project Session</td>
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<td>3:00</td>
<td>Scoutcraft</td>
<td>Troop Rotation 5</td>
<td>Troop Activity &amp; Open Areas</td>
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<td>3:50-4:50</td>
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<td>Vespers Service</td>
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<td>Family Chicken B-B-Q</td>
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<td>Open Areas</td>
<td>Troop Competition</td>
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<td>7:30</td>
<td>Fishing MB</td>
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<td>Call to Quarters</td>
<td>Troop Competition</td>
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* If not scheduled by troop

Open Areas = Swimming, Open Boating, Craftshop, Rifle Range, Archery Range

Troop Activity = Nature, Scoutcraft, Service Project, Rifle Range, Archery Range
Enclosed in this booklet is the 1987 Daily Activity Schedule. It was developed with the help of many staff members and Scoutmasters. Thank you all for your input into this project.

**MERIT BADGE SCHEDULE:**

Each Merit Badge will meet for 1 period in the morning on each of 4 mornings. In addition, each merit badge will meet for 2 periods on one afternoon during the week. This longer period will be used to complete projects and requirements that require a block of time longer than 50 minutes. All merit badge work MUST be completed by 11:20 am on Friday. Friday afternoon would not be used for merit badge work.

- Merit Badge Session 1 - M WRF 8:30-9:20 and Mon 2:00-3:50
- Merit Badge Session 2 - M WRF 9:30-10:20 and Wed 2:00-3:50
- Merit Badge Session 3 - M WRF 10:30-11:20 and Thurs 2:00-3:50

**SPECIAL ACTIVITIES FOR YOUNG SCOUTS:**

Since many younger Scouts may not be working on three Merit Badges, special activities will be offered for these Scouts during the afternoon period from 2:00 to 3:50 on Monday, Wednesday, and Thursday.

**GENERAL SWIM & OPEN BOATING:**

A general swim and open boating period will be held following the morning merit badge program. All other areas in camp will be closed as all staff members will be occupied being lifeguards or assisting at Chipmunk point.

The swimming and boating areas will also be open during the 4:00 to 4:50 activity period.

**TROOP ROTATION PERIODS:**

Each Scout that comes to camp will have the opportunity to experience each of the major areas in camp. The 6 troop rotation periods will provide this opportunity. Each troop will have the opportunity to spend one period in each of the six program areas (Rifle range, Craftshop, Aquatics, Nature, Scoutcraft, and Archery Range). During each of these periods, 1 or 2 troops will be at each of the six program areas. The exact activity to take place at that program area will be scheduled by the Scoutmaster and/or SPL at the planning meeting on Sunday.

Although each troop will spend 1 period in Scoutcraft, they may all do different activities. One troop may want knife and ax instruction, another troop may want map & compass, another troop may want a hobo cooking demonstration, and yet another may want to learn how to make rope, etc. During the aquatics period, one troop may want to have a troop swim, another may want to play water polo, or another may want to go boating. The same thing will happen in the other 4 program areas.
AFTERNOON TROOP ACTIVITY SLOT:

During the late afternoon period several different kinds of activities will occur.

TROOP ACTIVITY: Each troop may sign-up or schedule for additional troop activities in Nature, Scoutcraft, Service Projects, Conservation Projects, Craftshop, Rifle Range or Archery Range.

OPEN AREAS: The following areas will be open for individual Scouts or patrols to take advantage of: Swimming, Boating, Craftshop, Rifle range*, and Archery range*. (* If not scheduled by a troop.)

EVENING ACTIVITIES:

SPECIAL ACTIVITIES are scheduled for certain groups such as Fishing Merit Badge.

OPEN AREAS: The following areas will be open for individual Scouts or patrols to take advantage of: Boating, Craftshop, Rifle range, and Archery range. (Troops may not sign up for these areas in the evenings.)

TROOP ACTIVITY: Each troop may sign-up or schedule for additional troop activities in Nature, Scoutcraft, Service Projects, Conservation Projects, or plan their own activities.

TROOP COMPETITION: Troops will be able to challenge other troops to various activities such as softball, volleyball, soccer, basketball, watermelon tussles, or water polo etc.

COOKOUTS:

Cookouts will be held starting on Thursday noon and will run Thursday LUNCH, Thursday DINNER, and Friday BREAKFAST. This will provide troops the opportunity to do two of their cookouts on overnight hikes or canoe trips if they wish. For the lunch cookout on Thursday, we will be combining the cookout with some sort of Camp Wide Activity. For example, the whole camp might get together for a volleyball tournament and cook lunch at the sports area. The exact activity to take place will be determined by the SPL's at camp.

CAMP WIDE EVENTS:

We will provide three different camp wide events during the week.
1) On Wednesday evening.
2) At the noon cookout on Thursday.
3) On Friday afternoon.

These will be various activities and will be determined by the SPL's.

CPR
For Lifesaving + BSA Lifeguard Tuesday 11:30 and 6:15-9:00
If possible, have your troop select activities for the troop activities prior to coming to camp. A master schedule will be designed at the Sunday Scoutmaster's Planning Meeting. Be flexible, you will probably have to change a few items.

**SCOUTCRAFT:**
- Hobo Cooking (R,A,E)
- Dutch Oven Cooking (R,A,E)
- Foil Cooking (R,A,E)
- Fire Building (R,A,E)
- Pioneering Project (R,A,E)
- Camp Gadgets (R,A,E)
- Survival Tricks (R,A,E)
- Orienteering (R,A,E)
- Out of Camp Hike (R,A,E)
- Totin' Chip (Knife & Ax) (R,A,E)  
  (highly recommended)
- Rope Making (R,A,E)
- Knots, Splices, Lashings (R,A,E)
- Flint & Steel (R,A,E)
- Pancake Flipping (R,A,E)
- Caveman Cooking (R,A,E)
- Compass Course Game (R,A,E)
- Tent Pitching (R,A,E)
- Wood Splitting (R,A,E)
- Map Reading (R,A,E)
- Menu Planning (R,A,E)
- Shelter Making (R,A,E)
- Bread & Biscuits (R,A,E)
- Compass Hike (R,A,E)

**SPORTS:**
- Target Archery (R,A,*E)
- Hunter's Safety Review (A)
- Rifle Range (R,A,*E)
- Softball (E)
- Volley Ball (E)
- Basketball (E)

**CRAFTSHOP**
- Patrol flags (R,A,E)
- Leatherwork Project (R,A,E)
- Patrol or Troop Placques (R,A,E)
- Silk Screen Printing (R,A,E)
- Make a neckerchief slide (R,A,E)

**THROUGH COMMISSIONER**
- Service Project

**AQUATICS**
- Troop Swim (*A)
- Safe Swim (A,E)
- Open Boating (*A,*E)
- Water Basketball (R,E)
- Watermelon tussle (R,E)
- Water Volley Ball (R,E)
- Water Polo (R,E)

Note: Evening Waterfront activities are scheduled for one half hour.

**NATURE-CONSERVATION**
- Edible Plants (R,A,E)
- Swamp Romp (NO non-swimmers) (A,E)
- Nature Hike (R,A,E)
- Conservation Project (R,A,E)
- Trail Improvement Project (R,A,E)
- Make Nature Trail Signs (R,A,E)
- Make Leaf Prints (R,A,E)
- Scavenger Hunt (R,A,E)

**THINGS TO DO ON YOUR OWN**
- Hike a trail (red, yellow, blue, or orange)
- Tug of War  
  First Aid Review
- Work on Patrol Adventure Award  
  Go Fishing
- Overnight Hike  
  Canoe Trip (day or overnight)
- You may want to schedule an OPEN period in your site to complete Skill Awards, Service Projects, etc.

**Key:**
- R - This activity good for Troop Rotation Period Sign-up.
- A - This activity good for Afternoon Period Sign-up.
- E - This activity good for Evening Period Sign-up.
- *A - Afternoon Activity - Area open (no sign-up required).
- *E - Evening Activity - Area open (no sign-up required).
Camp Preparation Check List for Troop Leaders

- Roster of Scouts by Patrol
- All fees paid at the Council Service Center.
- All Health & Medical Forms are mailed one week prior to camp.

PLEASE NOTE: FORMS are to be mailed to:
Camp HInds
Plains Road
Raymond, Maine 04071

- Transportation set.
- All Patrol and Troop camping equipment inventoried and ready.
- All program equipment inventoried and ready (compasses, etc.).
- Suggested Troop Program ready (afternoon & evening activities).
- Counsel your Scouts for the morning merit badge program.
- Troop Advancement Records up-dated and ready to go.
- Necessary adult leadership set, plans reviewed with parents.
- Emergency funds.

What to Bring to Camp

Troop Gear:
Pots and Pans, Dutch Oven, Chef Kit
Troop Flags, Patrol Flags

Personal Gear: (page 65 Scout Handbook)
Scout Uniform (extra parts)
Extra pants & socks & shirts
Extra underwear, Extra Towels
Extra shoes, Rain Gear, Pillow
Sleeping bag or Blankets, Swim suit
Cook kit and knife, fork & spoon
Flashlight with extra batteries
Jacket or sweater, paper & pen/pencil
toilet articles, Scout Handbook

Optional Troop Gear:
Lanterns (liquid fuels must be stored
by the Camp Ranger)
Wood tools, spade
Equipment for overnight campout (if
desired)

Optional Personal Gear:
Camera, Film, Songbook, Watch,
Money for Trading Post, Musical
instrument, Insect Repellent (NO sprays
please), Drinking Cup, Laundry Bag
Fishing Gear, Sun Tan Lotion
Stationery & stamps, pajamas
Bible or Prayer Book

What Not to Bring to Camp

Sheath Knives, Fireworks, Ammo, Radios & Televisions, Alcoholic Beverages or
Illegal Drugs.
FIRE -- Send TWO runners immediately to camp office with information regarding location, type, and severity of fire. Do NOT utilize vehicles.

At the Sound of the fire signal, ALL Scouts and adults MUST report immediately to the Council Ring and sit quietly by Troop.

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

At the sound of the emergency signal, ALL Scouts and adults MUST report immediately to the Council Ring, and sit quietly by Troop.

LOST CAMPER -- Scoutmaster must report any suspected lost camper to the camp office.

At the sound of the emergency signal, ALL Scouts and adults MUST report immediately to the Council Ring, and sit quietly by Troop.

EXTREME HEAT -- In case of heat emergency, the camp administration will declare a heat alert. Vigorous activities will be cancelled. Adults will be reminded to watch for symptoms of heat exhaustion and sunstroke. Watch your Scouts for inappropriate clothing, and for adequate fluid intake.

LIGHTENING OR SEVERE STORM -- Waterfront will be cleared immediately. All watercraft return to shore. Scouts report to their campsite unless otherwise instructed by a staff member. Avoid open fields. Any needed further instructions will be issued by the camp office.
CAMP RULES

These rules are based on common sense and good Scouting. No Scouts should have any trouble following them, if they try to live up to the Oath and Law.

1. RESPECT CAMP PROPERTY. The beds, mattresses and tents you use are only loaned to you for your stay in Camp. The Troop will be expected to pay for any damage caused to Camp equipment by the boys of that Troop. Writing on a tent is considered as equal to destroying it, and the boys doing the writing will be expected to buy the tent. (About $150.00 for a 2-boy tent.)

2. RESPECT THE RIGHTS OF OTHERS. Respect the privacy of other troops in their campsites, day and night. Maintain silence between taps and reveille.

3. RESPECT OUT NATURAL RESOURCES. Cut NO live trees or plants.
   Leave wild animals and birds alone - don't try to catch them.
   Prevent erosion - leaves, needles, and plants should be left where they are. Don't sweep or rake the ground near your tent.

4. BE CLEAN. Keep your body clean, by frequent washing.
   Keep your mind clean - develop habits of clean speech and thought.
   Keep your property neat and clean in your tent or shelter.
   Keep your campsite clean - nothing on the ground unless it grew there.
   Keep your camp clean - place all litter in the barrels.

5. BE CAREFUL WITH FIRE. Never leave a fire untended.
   Clear the ground for six feet around the fireplace.
   Always keep water nearby when you have a fire.
   Keep two #10 cans full of water in front of every tent or shelter, and see that they are used only for fire protection.

6. REMEMBER: A GOOD CAMPER LEAVES HIS CAMPsite BETTER THAN HE FOUND IT.
CAMP WILLIAM HINDS - PATROL ADVENTURE AWARD APPLICATION

This form to be completed and turned into the Program Director by the noon meal on Friday.

We, the undersigned members of the ________ Patrol
of Troop _______ wish to be considered for the Camp William Hinds Patrol
Adventure Award.

REQUIREMENTS: *

1. Function as a patrol throughout your week at camp.
   Sleep by patrol and sit by patrol in the dining
   hall where possible. All members of the patrol
   must be present for every activity listed below
   unless excused by the Camp Nurse, Commissioner,
   or Program Director.

2. Make a patrol flag while at camp and carry it
to retreat and camp wide events.

3. Keep your patrol site clean throughout your
   stay at camp.

4. Each member of the patrol must demonstrate a
desire to improve himself by doing one of the
   following:
   a) Earn a skill award at camp.
   b) Earn a merit badge at camp.
   c) Advance in swim classification while at camp.
   d) Earn one of the special awards in camp.

   Members of the patrol are: (PRINT) Advancement in camp

   P.L. ____________________________ A.P.L. ____________________________

   Senior Patrol Leader

   Senior Patrol Leader

   Scoutmaster or Scribe

5. Do as a patrol at least one of the daily good
turns assigned to your campsite. Senior Patrol Leader
6. Cook out at least one meal patrol style.
(Build your own fire, prepare and cook your own food in your patrol site, and clean up.)

7. Take part in all patrol-orientated camp-wide events during your stay at camp.

8. Do at least four (4) of the following:
   a) Hike one of the camp's hiking trails (red, orange, blue, or yellow) as a patrol.
   b) Put on a skit involving each member of the patrol at a troop campfire.
   c) Complete a patrol conservation project approved in advance by the Nature Director.
   d) Complete a patrol service project approved in advance by your commissioner.
   e) Plan and carry-out a patrol activity with a patrol from another campsite. (Such as a campfire, hike, or sporting event, etc.)
   f) Plan, schedule, and take part in an patrol activity in one of the program areas of camp (Nature, Scoutcraft, Craftshop, Boating, Archery, or Rifle Range) as a patrol.
   g) Any project or activity developed by the patrol and approved in advance by the SPL and the Program Director.
   h) Plan and carry out a patrol site improvement project approved in advance by the commissioner.

*NOTE: Alternate requirements may be arranged through the Program Director if special conditions exist.

Troop activities may not be counted as patrol activities for the Patrol Adventure Award. For example, if the whole troop hikes the red trail together, that hike does not count as a patrol activity. However, if each patrol hikes the red trail at different times, or each patrol hikes a different trail at the same time, that hike counts.

We have completed the requirements for the Patrol Adventure Award:
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