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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 along the camp road for unloading,
but must be moved immediately afterwards to designated parking areas.
Exceptions to these rules may be made through the Camp Director only.

Troops assigned to Ridgway, 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 or Ridgway
Road or in the Dining Hall Area. Please cooperate with this effort to make
check-in as smooth as possible.

CHECK-OUT:
The closing ceremony is scheduled for 8:00 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.

MEDICAL FORMS:
In keeping with current State of Maine and Boy Scouts of America regulations,
the following is Pine Tree Council's policy regarding medical certification of
campers and adults. For all RESIDENT CAMP experiences (Boy Scout Camp, High
Adventure, Webelos Overnight Camp, and the new Cub Scout Resident Camp), all
boys MUST have an annual health history signed by parent or guardian accompanied
by a medical evaluation completed within the last 3 years (as of check-in day)
by a physician licensed to practice medicine. Any adult staying two nights or
more MUST have a health history and physician's evaluation current within one
year.

Boys and adults attending Fun Pack Week-ends or Cub Scout Day Camp MUST have a
completed health history. No physician's statement is required.
All forms are available free of charge through the Council Office.

We ask that all troops send (or bring) their medical forms (even if there are
one or two uncollected) to Camp Munds, Box 446R 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.

INSURANCE: Camp participants are responsible for their own
health and accident insurance. We strongly recommend that
each Pack and Troop carry their own policy. Details are
available through the Council Office.
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.

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 $4.50 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.

TRADING POST:
Camp Hinds maintains a well-stocked camp store to serve everyone who is staying or just visiting camp. Stock items include Scouting literature, Merit Badge pamphlets, camp T-shirts, patches, neckerchiefs, mugs, cold drinks, snacks, and program materials needed for completion of certain merit badges.

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.) along the camp road, although the Tenny and Ridgway Roads will remain closed. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to increase camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged through the Camp Director.

WHAT TO BRING TO CAMP:
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
Materials to improvise Camp Wide Event "costume"

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 Pray Book
Sports equipment (gloves, etc)

MARK ALL EQUIPMENT:
Scouts should put their name on every item they bring to camp. Each year there is a host of items lost and unclaimed. A Scout is thrifty and if all items are clearly marked with owner's name, thrift can be practiced.
CAMP FEES:
The following are the 1988 Camp fees:

<table>
<thead>
<tr>
<th>Service</th>
<th>Regular Fees</th>
<th>Out of Council</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop Camping</td>
<td>$85.00</td>
<td>$80.00</td>
</tr>
<tr>
<td>Provisional</td>
<td>$90.00</td>
<td>$100.00</td>
</tr>
<tr>
<td>Trail to Eagle</td>
<td>$90.00</td>
<td>$100.00</td>
</tr>
<tr>
<td>Aquatics Week</td>
<td>$90.00</td>
<td>$100.00</td>
</tr>
</tbody>
</table>

Early Bird special:
A $5.00 Discount will be given on all fees paid in full by May 13th.

STAY-OVER FEES:
For Scouts staying in camp for the weekend between two weeks, the fee is $10.00 to cover food expenses. There is no specific program for these Scouts, so they are encouraged to go home for the weekend if at all possible.

CAMPSHIPS AVAILABLE:
It is the policy of the Pine Tree Council to provide assistance to Scouts who would not be able to attend camp without financial aid. A number of partial camperships will be granted this summer. A confidential campership application form is available by contacting the Council Service Center.

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

SPECIAL OPPORTUNITIES:

PROVISIONAL CAMPING:
Not all Scout troops can go to summer camp or some Scouts would like to stay at camp longer than the troop does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. Each Scout will join the provisional troop in Wilderness campsite which is made up of Scouts from different troops throughout the area. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making new friends from around the council. This program is a great way for boys to spend an extra week at camp after their own 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 and some other extra activities available only to provisional campers.
TRAIL TO EAGLE WEEK:
During the week of August 14-19, a special trail to Eagle Advancement Camp will once again be offered. Open to only Scouts who are First Class, Star, or Life; and who are at least 12 1/2 years old as of July 1st. This is an intensive advancement program with all Eagle Required badges offered. Scouts should be aware that many badges require preparation before camp (i.e. - Personal Management requires a 90 day budget)

AQUATICS CAMP:
For Scouts who have a special interest in waterfront activities, Camp Hinds' Aquatic Week is the chance of a Scouting lifetime. This program is open to Scouts 12 years old or older and is held during the week of August 7-13. Emphasis is on all aquatic skills.
Participants have the opportunity to work on any of the aquatics merit badges as well as B.S.A. Lifeguard and will earn a special Aquatics Patch. They will also be exposed to water-skiing, snorkeling and distance swimming. An overnight canoe trip will be featured as well as at least one aquatics related field trip.
Applicants must already have Swimming Merit Badge.

CAMP STAFF AND CIT PROGRAM:
Camp Hinds has openings for Scouts who will be 16 by July 1st and are interested in serving on the paid Camp Staff. There are also openings for Scouts who will be 15 by July 1st and are interested in becoming a Counselor in Training. Call the Council Office at 797-5252 for an application form.

TELEPHONE:
Camp telephone number for incoming 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 ____________________________ Campsite
Camp William Hinds
Box 448B Plains Road
Raymond, Maine 04071
ADULT LEADERSHIP: Recent B.S.A. policy changes require that each unit have a minimum of TWO adults present in camp at all times. One may be between 18 and 21 years old. Women are now allowed to be Scoutmasters and Assistant Scoutmasters, and as such will certainly be welcomed as unit leaders at camp. As of this printing, however, specific guidelines have not been developed by the National Council. Questions may be addressed to the Pine Tree Council Office.

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 campfire area in your campsite and the Scoutmaster’s Lounge in the Rec Hall have been designated as adult smoking areas. 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 not returned will be billed to the troop.

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.

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. Under B.S.A. policy, these situations may be regarded as child abuse, and will be dealt with as such.

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.

SAFE SWIM AND SAFETY AFLOAT 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.

This course will be held on Tuesday morning at 9:30 at the waterfront.
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 campsite 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.

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.

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 that 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 prerequisite for attending camp. Leaders are encouraged to be in uniform as well. Adequate footwear must be worn at all times as a matter of safety. Wet bathing suits should be changed immediately, and will not be permitted in the Dining Hall.

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. (i.e. 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.

Please bring your completed copy of the "SPL's Troop Planning Sheet", troop roster, and this manual.

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 the 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 AND SPECIAL AWARD SIGN-UP:
On Sunday evening, immediately following the waterfront orientation, a sign-up session for merit badges and other special awards and individual activities will be held in the Dining Hall. All counselors will be stationed around the Dining Hall to sign-up Scouts for various badges and activities. Scouts should be counselled prior to the sign-up by their scoutmasters and should have a tentative schedule on paper. You may duplicate page 24 for this purpose. Scouts must have a blue merit badge card with signed Scoutmaster approval in order to sign up for any merit badge. This eliminates Scouts getting involved with an inappropriate badge. All information on all three parts of the blue card, except the counselor's name, signature, and dates should be filled-in prior to the Merit Badge sign-up. Blue Cards will be available at the camp Trading Post at the standard cost of five cents each.

Scouts planning to take Learner & Beginner Swimming Instructions, BSA Lifeguard, Mile Swim, Snorkeling BSA, and CPR must also sign-up at this time.

This method will eliminate the Monday morning confusion.

SENIOR PATROL LEADER'S COUNCIL:
Each troop's Senior Patrol Leader is a part of the "Camp Senior Patrol Leaders' Council", which meets with the Program Director. If your troop's Senior Patrol Leader is unable to attend summer camp, your troop should select a "Camp" Senior Patrol Leader. There will be a brief Senior Patrol Leaders' Council meeting every day at 12 noon. Each S.P.L. is expected to attend and be on time. At this meeting Camp Wide events are planned and other concerns will be addressed. Scoutmasters are excluded from this meeting.
TROOP AND PATROL COOKING:
Starting with Thursday Lunch, we will have troop/patrol cooking day. For three meals (Thursday Lunch, Thursday Dinner, and Friday Breakfast) troops or patrols will cook their own meals. Included with your food will be enough food for your troop and TWO staff guests. If you plan to serve your meals at times other than 12:30, 6:00 PM and 7:30 AM, please notify your staff guests so they can be there on time. The menus include:

Thursday Lunch  Thursday Dinner  Friday Breakfast
Hamburgers  Spaghetti  Sausage Patties
Potato Chips  Carrots  Eggs
Milk/Bug juice  Milk & Bread  Toast
Dessert  Watermelon  Cereal

A set of "Food Pick-up" tickets and the names of your staff guests will be provided to you by your Camp Commissioner. Please send TWO Scouts to the kitchen with your Food Pick-up tickets to pick-up food at the designated time. Please return unused food, milk crates, and bug juice containers to the kitchen at the end of the meal. Because most of the kitchen crew is on day-off during the cook-out day, it is important that you observe the following times:

<table>
<thead>
<tr>
<th></th>
<th>Thursday Lunch</th>
<th>Thursday Dinner</th>
<th>Friday Breakfast</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food Pick-up</td>
<td>11:00-11:30 AM</td>
<td>4:30-5:00 PM</td>
<td>6:30 AM</td>
</tr>
<tr>
<td>Returns</td>
<td>1:30-2:00 PM</td>
<td>7:00-7:30 PM</td>
<td>Before 8:30 AM</td>
</tr>
</tbody>
</table>

We request that each troop bring whatever cooking equipment they possess for use during the cookouts, however, a limited amount of cooking gear will be supplied by the Commissioner Staff when necessary. No individual plates, cups, or eating utensils will be provided. Cooking gear and cleaning supplies (scouring pads, etc.) for all three meals may be checked out at the old maintenance building near West campsite at the following time:

Pick-up 11:00-11:30 AM Thursday only
(For all three meals)
Return 11:00-12:00 noon Friday only

The camp will provide charcoal, if needed, but no fluid. Use of fluid is strongly discouraged at Boy Scout Camps. Troops desiring charcoal may pick it up at the A-frame immediately after breakfast on Thursday morning.

CAMP EVALUATION FORMS:
At the end of each week Scoutmaster's will be given a "Camp Evaluation" form to complete. Scoutmasters are asked to meet with the other ADULTS that spent the week at camp and fill out the form. The information on these forms is very important to us, we use this as a basis for making changes (if needed), adding programs, or refining procedures for future weeks or next year. In response to Scoutmaster's concerns expressed on last year's Evaluation Forms we have made several changes including 1) drastically reducing the cost for craftshop merit badge supplies, 2) changing the Troop Rotation day from a full one-day program to two half-day programs, 3) providing built-in time to prepare for the Camp Wide Event on Friday, and 4) including the cook-out menus in this booklet.
ANNOUNCEMENTS

RIFLE RANGE TARGETS:
Scouts and troops are reminded that they need to purchase rifle range targets at the Camp Trading Post before going to the rifle range. This includes targets for troop shoots, merit badge work, open shooting, and Troop rotation periods.

CAMPSITE INSPECTIONS:
Once again this year we will be utilizing the peer inspection program started last year. We will be looking for adult volunteers from each troop to assist us in this important project. To address some of the concerns expressed by Scoutmasters, we have developed a detailed hand-out to be used by both by troops preparing for inspections and the adult volunteers conducting the inspections.

RETREAT:
Camp holds a formal Retreat ceremony daily at 5:45 (except Thursday) at the waterfront. Please be on time so we can start on time and get the dining hall by 6:00 PM. Your cooperation is needed. Scoutmasters are asked to remind their Scouts that this is one of the serious parts of camp and is not the time nor place for horse-play etc. A troop roll-call will be held at retreat, the SPL is expected to respond with:

TROOP ALL PRESENT OR ACCOUNTED FOR, SIR!

or if everyone is in fact present:

TROOP ALL PRESENT, SIR!

If any troop would like to furnish the color guards for retreat, the SPL should inform the Program Director.

CAMP WIDE GOOD TURNS:
A Scout is Clean. Each day troops are asked to police or clean-up various areas of camp on a rotating schedule. We ask that you assign a patrol to do your good turn each day directly after lunch.

CONSERVATION:
Please be careful of trees in camp. Please do not permit Scouts to cut live trees. Trees can be pruned of dead branches. Tools can be obtained from the Nature-Conservation Area.

VISITING PROGRAM AREAS:
We invite and encourage Scout leaders to visit the program areas and talk with merit badge counselors about the progress of their Scouts. Past experience has shown that troops with the best advancement records have adults visit all program areas each day to make sure their Scouts are where they are supposed to be. The Advancement Periods Attendance Chart for Troops can be used to assist you in keeping track of your Scouts.

MAIL:
Out-going mail should be placed the the mail box outside the Health Lodge. In-coming mail arrives at camp in late afternoon and may be picked-up by the Adult leader at the trading post.
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
  Box 446B Plains Road
  Raymond, Maine 04071
____ Transportation set.
____ All Patrol and Troop camping equipment inventoried and ready.
____ All program equipment inventoried and ready (See list below)
  Include equipment needed for cookouts.
____ Suggested Troop Program ready (Pages 27-29 completed by SPL).
____ Counsel your Scouts for their advancement/merit badge program.
  (Blue cards and page 24 completed for each Scout)
____ 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
Dependable alarm clock

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
Materials to improvise Camp Wide Event "costume"

Optional Troop Gear:
Lanterns (Liquid fuels must be stored
  by the Camp Ranger)
Wood tools, spade
Equipment for overnight campout
Paper/plastic plates, cups, utensils

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
Sports equipment (gloves, etc)

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.

ALL CLEAR -- If it becomes necessary to cancel an emergency drill, an ALL CLEAR signal will be given over the camp's P.A. system.
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. FOOT GEAR. For your own protection shoes must be worn at all times.

4. 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.

5. 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.

6. BE CAREFUL WITH FIRE. Never leave a fire unattended. 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.

7. REMEMBER: A GOOD CAMPER LEAVES HIS CAMPSITE BETTER THAN HE FOUND IT.
CAMP WILLIAM HINDS - 1988 - DAILY PROGRAM DESCRIPTION

Enclosed in this booklet is the 1988 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 will NOT be used for merit badge work.

- Merit Badge Session 1 - MT RF 8:30-9:20 and Tues 2:15-3:55
- Merit Badge Session 2 - MT RF 9:30-10:20 and Wed 2:15-3:55
- Merit Badge Session 3 - MT RF 10:30-11:20 and Thurs 2:15-3:55

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 2:15 to 3:55 on Tuesday, 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 serving as lifeguards or assisting at Chipaunk point.

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

TROOP ROTATION PERIODS:
We believe that each Scout that comes to camp should have the opportunity to experience each of the major areas in camp. The 6 troop rotation periods will provide this opportunity. Because of suggestions made by Scoutmasters on last year's Camp Evaluation forms, we have split the Troop Rotation periods over two days. Three activities will be held Monday afternoon and the remaining three will be held on Wednesday morning. 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 pre-camp 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.

Adult leaders are expected to accompany their Scouts at all scheduled troop activities.
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. Adult leaders are expected to accompany their Scouts at all scheduled troop activities.

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 and Red Cross C.P.R.

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.

CAMP WIDE EVENTS:
We will provide two different camp wide events during the week. 1) On Wednesday evening and 2) On Friday afternoon. The specific activities and events held during these times will be determined by the SPL’s. Each week the Friday camp wide event will be based on a theme. Part of the day’s activities could include a “costume” competition. Scouts/troops are encouraged to bring materials that can be used to improvise costumes.

<table>
<thead>
<tr>
<th>week</th>
<th>date</th>
<th>theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>July 3-9</td>
<td>Super Heroes</td>
</tr>
<tr>
<td>2</td>
<td>July 10-16</td>
<td>Nerds</td>
</tr>
<tr>
<td>3</td>
<td>July 17-23</td>
<td>Olympics/Toga</td>
</tr>
<tr>
<td>4</td>
<td>July 24-30</td>
<td>Aliens</td>
</tr>
<tr>
<td>5</td>
<td>Jul 31-Aug 6</td>
<td>Nerds</td>
</tr>
<tr>
<td>6</td>
<td>Aug 7-13</td>
<td>Olympics/Toga</td>
</tr>
</tbody>
</table>
CAMP WILLIAM HINDS - 1988 - DAILY SCHEDULE

TIME

SUNDAY:

12:30
2:00
2:00
5:45
6:00
6:45 (approx)
7:15 (approx)
8:15
9:00
9:25
9:30
9:45

ACTIVITY

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

MONDAY-FRIDAY

7:00
7:15
7:30
8:00
8:30- 9:20
9:30-10:20
10:30-11:20
11:30-12:15
12:00
12:15
12:30
1:00
2:15- 3:55
4:00- 4:50
5:00
5:45
6:00
7:00- 8:30
9:00
9:25
9:30

Reveille
Waiter's Call
Breakfast (Cookout Friday)
Troop site improvement/Campsite inspection by SPL
Sick Call
First Activity Period
Second Activity Period
Third Activity Period
General Swim - Open Boating
S.P.L. Meeting
Waiter's Call
Lunch (Cookout Thursday)
Campwide Good Turn
Siesta and troop quiet time in site (Staff Swim)
Fourth Activity Period (2 activities on Monday)
Fifth Activity Period
(Staff Swim)
Formal Retreat (except Thursday)
Dinner (Cookout Thursday, Family Chicken B-B-Q Friday)
Evening Activity Period
Call to Quarters
Tattoo
Taps

SATURDAY

7:00
7:15
7:30
8:00

Reveille
Waiter's Call
Breakfast
Closing Ceremony (Immediately after breakfast)
Followed by campsite inspection and check out. We
would greatly appreciate troops leaving as quickly
as possible to make way for the incoming Cub Scouts.
<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 A.M.</td>
<td>REVEILLE</td>
<td>WARDER'S CALL</td>
<td></td>
<td>CAMP WILLIAM HINDS - 1988 - DAILY ACTIVITY SCHEDULE</td>
<td></td>
</tr>
<tr>
<td>7:15 A.M.</td>
<td>WARDER'S CALL</td>
<td></td>
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<td></td>
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<tr>
<td>7:30 A.M.</td>
<td>BREAKFAST</td>
<td></td>
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<tr>
<td>8:30 A.M.</td>
<td>MERIT BADGE 1</td>
<td>MERIT BADGE 1</td>
<td>TROOP ROTATION 4</td>
<td>MERIT BADGE 1</td>
<td>MERIT BADGE 1</td>
</tr>
<tr>
<td>9:20 A.M.</td>
<td>RIFLE RANGE</td>
<td>RIFLE RANGE</td>
<td></td>
<td>RIFLE RANGE</td>
<td>RIFLE RANGE</td>
</tr>
<tr>
<td>9:30 A.M.</td>
<td>MERIT BADGE 2</td>
<td>MERIT BADGE 2</td>
<td>TROOP ROTATION 5</td>
<td>MERIT BADGE 2</td>
<td>MERIT BADGE 2</td>
</tr>
<tr>
<td>10:20 A.M.</td>
<td>TROOP ROTATION 5</td>
<td>TROOP ROTATION 5</td>
<td></td>
<td>TROOP ROTATION 5</td>
<td>TROOP ROTATION 5</td>
</tr>
<tr>
<td>10:30 A.M.</td>
<td>MERIT BADGE 3</td>
<td>MERIT BADGE 3</td>
<td>CRAFTSHOP</td>
<td>MERIT BADGE 3</td>
<td>MERIT BADGE 3</td>
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<tr>
<td>11:20 A.M.</td>
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<tr>
<td>11:30 A.M.</td>
<td>GENERAL SWIM &amp; OPEN BOATING</td>
<td></td>
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<td>11:30 A.M. - 12:15</td>
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<tr>
<td>12:00 A.M.</td>
<td>Senior Patrol Leader's Meeting</td>
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<tr>
<td>12:15 A.M.</td>
<td>WARDER'S CALL</td>
<td></td>
<td></td>
<td></td>
<td>12:15 A.M. - 12:15</td>
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<tr>
<td>12:30 A.M.</td>
<td>LUNCH</td>
<td></td>
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<tr>
<td>1:00 P.M.</td>
<td>SIESTA (STAFF SWIM)</td>
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<tr>
<td>2:15 P.M.</td>
<td>TROOP ROTATION 1</td>
<td>MERIT BADGE 1</td>
<td>MERIT BADGE 2</td>
<td>MERIT BADGE 3</td>
<td>TROOP TIME TO PREPARE FOR CAMPWIDE EVENT</td>
</tr>
<tr>
<td>3:00 P.M.</td>
<td>NATURE</td>
<td>PROJECT 1</td>
<td>PROJECT 2</td>
<td>PROJECT 3</td>
<td>2:15 P.M. - 3:55</td>
</tr>
<tr>
<td>3:10 P.M.</td>
<td>TROOP ROTATION 2</td>
<td>SESSION</td>
<td>SESSION</td>
<td>SESSION</td>
<td>3:55 P.M. - CAMPWIDE EVENT</td>
</tr>
<tr>
<td>3:55 P.M.</td>
<td>AQUATICS</td>
<td></td>
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<td></td>
<td></td>
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<tr>
<td>4:00 P.M.</td>
<td>TROOP ROTATION 3</td>
<td>TROOP ACTIVITY</td>
<td>TROOP ACTIVITY</td>
<td>TROOP ACTIVITY</td>
<td>TROOP ACTIVITY #2</td>
</tr>
<tr>
<td>4:50 P.M.</td>
<td>SCOUTCRAFT</td>
<td>OPEN AREAS</td>
<td>OPEN AREAS</td>
<td>OPEN AREAS</td>
<td>4:00 P.M. - 4:50</td>
</tr>
<tr>
<td>5:00 P.M.</td>
<td>STAFF SWIM</td>
<td>VESPERS SERVICE</td>
<td>CAMP WIDE</td>
<td>VESPERS SERVICE</td>
<td>COOK OUT DINNER</td>
</tr>
<tr>
<td>5:45 P.M.</td>
<td>RETREAT</td>
<td></td>
<td></td>
<td></td>
<td>FAMILY CHICKEN B-B-Q</td>
</tr>
<tr>
<td>6:00 P.M.</td>
<td>DINNER</td>
<td></td>
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<tr>
<td>7:00 P.M.</td>
<td>OPEN AREAS</td>
<td>CAMP WIDE</td>
<td>OPEN AREAS</td>
<td>OPEN AREAS</td>
<td>SPECIAL EVENTS</td>
</tr>
<tr>
<td>8:30 P.M.</td>
<td>TROOP COMPETITION</td>
<td></td>
<td>TROOP COMPETITION</td>
<td>TROOP COMPETITION</td>
<td>7:00 P.M. - 8:30</td>
</tr>
<tr>
<td>8:30 P.M.</td>
<td>TROOP ACTIVITIES</td>
<td></td>
<td>TROOP ACTIVITIES</td>
<td>TROOP ACTIVITIES</td>
<td></td>
</tr>
<tr>
<td>9:30 P.M.</td>
<td>CALL TO QUARTERS</td>
<td></td>
<td></td>
<td></td>
<td>CAMP FIRE</td>
</tr>
<tr>
<td>9:30 P.M.</td>
<td>TAPS</td>
<td></td>
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</tr>
</tbody>
</table>

OPEN AREAS = OPEN BOATING, CRAFTSHOP, RIFLE RANGE*, ARCHERY RANGE*.

TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT, RIFLE RANGE, ARCHERY RANGE.

(*) IF NOT SCHEDULED BY TROOP.
<table>
<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>
</tr>
</thead>
<tbody>
<tr>
<td><strong>8:30-9:20</strong>&lt;br&gt;9:20&lt;br&gt;<strong>PLUS</strong>&lt;br&gt;Tuesday&lt;br&gt;2:15-3:55</td>
<td>BSA Lifeguard (+)&lt;br&gt;Canoeling MB&lt;br&gt;Lifesaving MB&lt;br&gt;Rowing MB&lt;br&gt;Swimming MB</td>
<td>Basketry MB&lt;br&gt;Leatherwork MB&lt;br&gt;Metalwork MB&lt;br&gt;Woodcarving MB</td>
<td>*Environmental Science 8:30-10:20&lt;br&gt;Forestry MB&lt;br&gt;Mammals MB&lt;br&gt;Soil &amp; Water Conservation MB</td>
<td>Camping MB&lt;br&gt;Cooking MB&lt;br&gt;Pioneering MB&lt;br&gt;Wilderness Survival MB</td>
<td>*Archery 8:30-10:20&lt;br&gt;*Rifle Shooting 8:30-10:20</td>
<td>**=Double Period&lt;br&gt;(+) = All Day</td>
</tr>
<tr>
<td><strong>7:00 PM</strong>&lt;br&gt;Mile Swim</td>
<td><strong>Fingerprinting MB 7:00-8:30 PM&lt;br&gt;Fishing MB - Monday 7:00-9:45 PM In&lt;br&gt;Dining Hall</strong></td>
<td><strong>=Double Period</strong></td>
<td><strong>=Double Period</strong></td>
<td><strong>=Double Period</strong></td>
<td><strong>=Double Period</strong></td>
<td><strong>=Double Period</strong></td>
</tr>
</tbody>
</table>

**BY APPOINTMENT**

| Adults: Safe Swim & Safety Afloat Tues 9:30 AM | *Astronomy MB<br>Bird Study MB<br>Botany MB<br>Geology MB<br>Insect Life MB<br>Nature MB<br>Oceanography MB<br>Reptile Study MB<br>Weather MB | *Bugling MB<br>Personal Fitness Athletics MB | **=Double Period** | **=Double Period** | **=Double Period** | **=Double Period** |

See page 22 of Camp Guide for speciality Merit Badges offered to Scouts 13 or older.
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. Projected cost: $ 2.00

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 6a & 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.

Fingerprinting: Recommended for all Scout Campers.

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 or after 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. Projected cost: $ 0.50

Lifescaping: Must have Swimming Merit Badge. May require extra time. Must take the Red Cross CPR course - Cost $2.00
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: By appointment only. Not recommended for first year Scout Campers.

Orienteering: Not recommended for first year campers. Requires extensive pre-camp work. Should have Hiking Skill Award.

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 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. Could be difficult for small Scouts.

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.

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

Wood Carving: Recommended for all Scout Campers. Purchase of some materials required. Projected cost: $0.50.
OTHER AWARDS AND ACTIVITIES AVAILABLE:

BSA Lifeguard --> Sign-up Sunday evening. See page 23.

Snorkeling, BSA --> Sign-up Sunday evening. See page 23.

Mile Swim --> Sign-up Sunday evening with Aquatic Director.
   For adults too. Meets at 7:00 PM Monday thru Thursday.

Learner and Beginner Swimming Instruction --> Swimming instructions are provided for learners and beginners. Meets during merit badge session #3 (Mon, Tues. Thurs. & Fri 10:30-11:20 and Thurs 2:15-3:55). Sign-up Sunday evening with Aquatics director. Scoutmasters should strongly encourage Scouts who are not swimmers to automatically sign-up for swimming instructions.

RED CROSS C.P.R. --> Sign-up Sunday evening. This is a three-hour Red Cross Certified CPR course. A $2.00 Red Cross fee is required. This course is required of Scouts taking BSA Lifeguard and Lifesaving Merit Badges. Other Scouts will be allowed on a space available basis. Meets at the Rec Hall during siesta Tuesday (1:15-2:15) and Tuesday evening following vespers (7:15-9:15 PM).

In addition to class time, participants should plan on 1 to 2 hours of study time to prepare for the test.

Fishing Merit Badge:
Each Monday evening the Mid Coast Anglers of the Bassmasters bring several expert fishermen to camp to offer a special Fishing Merit Badge program. This is an excellent program for Scouts of all ages. The session takes place in the dining hall from 7:00 to 9:45 PM. The Scouts need not bring any equipment to this session, although they should bring a flashlight as it will be dark when the session gets out. During the session, Scouts will pass all the requirements for Fishing Merit Badge except for Requirement #7. If a Scout has already completed requirement #7, catching two different kinds of fish, he should bring a note from his parents, otherwise he will need to catch his fish at camp. A limited amount of fishing equipment is available for Scouts to use and may be checked out through the Nature-Conservation Area.

Adult Leaders are invited and encouraged to attend this outstanding course.

Canoe Trips:
Troops may sign-up for afternoon or overnight canoe trips. A 21 year old leader who holds a current Safety-Afloat card and a Certified BSA Lifeguard must accompany each group. There must be one leader for each 10 boys, and additional leaders must be at least 18. All boys and leaders must be swimmers. If you plan on going on a canoe trip, obtain a Canoe Trip Application form from the Program Director.

The Adventure Continues....:
On Friday evening between the Chicken B-B-Q and the campfire, come to the Rec Hall to find out more about the Scouting program. Here you'll find Scouts and Scouters giving information on the 1989 National Jamboree, the Camp Hinds Alumni Association, the Order of the Arrow, and much more.
POLAR BEAR SWIMS:
Troop may arrange for early morning swims with the Program Director at the
Sunday planning meeting.

Paul Bunyan Woodsman Award --> Advanced use of woods tools, through Scoutcraft.

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

Firem'n Chit --> Fire safety, through Scoutcraft.

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.
PROGRAMES FOR OLDER SCOUTS

ACTIVITIES DURING REGULAR TROOP CAMPING

MERIT BADGES:
Two merit badges, Motorboating and Water Skiing are not open to first year campers and are reserved for older Scouts.

Further, it is recommended that first year Scouts not take the following merit badges: Archery, Camping, Canoeing, Environmental Science, Fish & Wildlife Management, Lifesaving, Orienteering, Rifle Shooting, Soil & Water Conservation, and most of the "by appointment" merit badges. These badges will be geared more towards the older Scout.

SPECIALITY MERIT BADGES:
Each week we will be offering to Scouts 13 years old or older special merit badges not usually offered at camp. Many of these merit badges will be counselled by Leaders spending their week at camp, others will be conducted by adults coming into camp to just to offer these merit badges. The merit badges to be offered are:

<table>
<thead>
<tr>
<th>Week</th>
<th>Dates</th>
<th>Merit Badge</th>
<th>Counselor</th>
<th>Troop</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>July 3-9</td>
<td>Indian Lore</td>
<td>Order of the Arrow</td>
<td></td>
<td>Session 3</td>
</tr>
<tr>
<td>2</td>
<td>July 10-16</td>
<td>Woodworking MB</td>
<td>Walter Lamb</td>
<td></td>
<td>MTWR 7:00-9:00</td>
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<td></td>
<td></td>
<td>Energy MB</td>
<td>Dom Mogavero</td>
<td>45</td>
<td>Session 3</td>
</tr>
<tr>
<td>3</td>
<td>July 17-23</td>
<td>Safety</td>
<td>Bill Coffin</td>
<td>116</td>
<td>Session 3</td>
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<tr>
<td></td>
<td></td>
<td>Photography MB</td>
<td>Louis Maguire</td>
<td>22</td>
<td>MTWR 7:00-9:00</td>
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<td>Electricity</td>
<td>Luc Caron</td>
<td>160</td>
<td>Session 1</td>
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<tr>
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<td></td>
<td>Painting</td>
<td>John Welch</td>
<td>356</td>
<td>Session 2</td>
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<td>4</td>
<td>July 24-30</td>
<td>Insect Study MB</td>
<td>Dwayne Sargent</td>
<td>340</td>
<td>Session 1</td>
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<td></td>
<td>Signaling MB</td>
<td>Paul Gooch</td>
<td></td>
<td>Session 3</td>
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<tr>
<td>5</td>
<td>Jul 31-Aug 6</td>
<td>Public Health</td>
<td>Mike Mirisola</td>
<td>317</td>
<td>Session 3</td>
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<tr>
<td></td>
<td></td>
<td>Salesmanship</td>
<td>T. Michael King</td>
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<td>MTWR 7:00-8:30</td>
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<tr>
<td>6</td>
<td>Aug 7-13</td>
<td>Geology MB</td>
<td>Jim Pendleton</td>
<td>342</td>
<td>Session 3</td>
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<tr>
<td></td>
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<td>Law MB</td>
<td>Gene Fizzell</td>
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<td>Session 1</td>
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</tbody>
</table>

Notes for Speciality Merit Badges:
Session 1 is MT RF 8:30-9:20 plus Tuesday 2:15-3:55
Session 2 is MT RF 9:30-10:20 plus Wednesday 2:15-3:55
Session 3 is MT RF 10:20-11:20 plus Thursday 2:15-3:55

Photography MB - Please bring a 35mm camera. Projected cost $10.00
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 areas. 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 their week at the Waterfront. Participants must pay $2.00 for the Red Cross CPR course.

Snorkeling, BSA: Not available to first year campers. Participants must have Swimming Merit Badge. Meets during merit badge session 1 (MT-RP 8:30-9:20 and Mon 2:15-3:55)

NEW IN '88:
Two new programs have been added this year for Scouts who are (13) thirteen years old or older.

WIND-SURFING: Wind-surfing or sail-boarding will be available during Troop boating periods and during open-boating for Scouts 13 or older who have Swimming M.B. and at least one boating merit badge (Rowing, Canoeing, or Small-boat Sailing). Adult swimmers may participate on a space available basis.

TRAP-SHOOTING: The Shooting Sports area will offer trapper shooting, utilizing a 12-gauge shotgun, to Scouts 13 years old or older during special announced sessions. Adult Leaders are also welcomed. A fee will be charged for the ammunition and clay pigeons.

SPECIALITY WEEKS FOR OLDER SCOUTS

TRAIL TO EAGLE WEEK:
During the week of August 14-19, a special trail to Eagle Advancement Camp will once again be offered. Open to only Scouts who are First Class, Star, or Life; and who are at least 12 1/2 years old as of July 1st. See page 4 for more details.

AQUATICS CAMP:
For Scouts who have a special interest in waterfront activities, Camp Hinds’ Aquatic Week is the chance of a Scouting lifetime. This program is open to Scouts 12 years old or older and is held during the week of August 7-13. See page 4 for more details.
# Scout's Pre-Camp Program Planning Sheet

**Name:**

**Troop:**

**Campsite:**

## 8:30 - 9:20 MT RF & 2:15 - 3:55 Tues

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<tr>
<th>OPEN TO ALL SCOUTS</th>
<th>NOT RECOMMENDED FOR 1ST YEAR</th>
<th>OLDER SCOUTS ONLY</th>
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</thead>
<tbody>
<tr>
<td>Basketry - Craftshop</td>
<td>Archery (8:30-10:20)</td>
<td>BSA Lifeguard (all day) - Waterfront</td>
</tr>
<tr>
<td>Cooking - Boone Scoutcraft Area</td>
<td>Camping - Tenny Scoutcraft Area</td>
<td>Snorkeling BSA - Waterfront</td>
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<tr>
<td>Forestry - Nature Area</td>
<td>Canoeing - Chipmunk Point</td>
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<tr>
<td>Leatherwork - Craftshop</td>
<td>Environmental Science (8:30-10:20)</td>
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<tr>
<td>Mammals - Nature Area</td>
<td>Nature Area</td>
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<tr>
<td>Metalwork - Craftshop</td>
<td>Lifesaving - Waterfront</td>
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<tr>
<td>Pioneering - Boone Scoutcraft</td>
<td>Rifle Shooting (8:30-10:20)</td>
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<td>Rowing - Chipmunk Point</td>
<td>Soil &amp; Water Conservation - Nature Area</td>
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<td>Swimming - Waterfront</td>
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<td>Wilderness Survival - Tenny Scoutcraft</td>
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<tr>
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<tr>
<td>Skill Award - Your campsite</td>
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## 9:30 - 10:20 MT RF & 2:15 - 3:55 Wed

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<td>BSA Lifeguard (all day) - Waterfront</td>
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<tr>
<td>Cooking - Boone Scoutcraft</td>
<td>Archery (5:30-11:20)</td>
<td>Motorboating - Waterfront</td>
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<td>First Aid - REC Hall</td>
<td>Camping - Tenny Scoutcraft Area</td>
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<td>Leatherwork - Craftshop</td>
<td>Canoeing - Chipmunk Point</td>
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<tr>
<td>Mammals - Nature Area</td>
<td>Environmental Science (8:30-10:20)</td>
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<td>Metalwork - Craftshop</td>
<td>Nature Area</td>
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<tr>
<td>Pioneering - Boone Scoutcraft</td>
<td>Environmental Science (9:30-11:20)</td>
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<td>Rowing - Chipmunk Point</td>
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<td>Swimming - Waterfront</td>
<td>Lifesaving - Waterfront</td>
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<tr>
<td>Wilderness Survival</td>
<td>Rifle Shooting (8:30-10:20)</td>
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<tr>
<td>- Tenny Scoutcraft</td>
<td>Rifle Shooting (9:30-11:20)</td>
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<td>Skill Award - Your campsite</td>
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## 10:30 - 11:20 MT RF & 2:15 - 3:55 Thurs

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<tbody>
<tr>
<td>Cooking - Boone Scoutcraft</td>
<td>Archery (9:30-11:20)</td>
<td>BSA Lifeguard (all day) - Waterfront</td>
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<tr>
<td>First Aid - REC Hall</td>
<td>Camping - Tenny Scoutcraft Area</td>
<td>Water Skiing - Waterfront</td>
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<td>Forestry - Nature Area</td>
<td>Canoeing - Chipmunk Point</td>
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<td>Environmental Science (9:30-11:20)</td>
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<td>Mammals - Nature Area</td>
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<td>Metalwork - Craftshop</td>
<td>Fish &amp; Wildlife - Nature Area</td>
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<td>Pioneering - Boone Scoutcraft</td>
<td>Orienteering - Tenny Scoutcraft Area</td>
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<tr>
<td>Swimming Instructions - Waterfront</td>
<td>Rifle Shooting (9:30-11:20)</td>
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<tr>
<td>Swimming MB - Waterfront</td>
<td>Small-boat Sailing - Chipmunk Point</td>
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<td>Woodcarving - Craftshop</td>
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<td>Skill Award - Your Campsite</td>
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## 7:00 PM

- **Fishing MB - Dining Hall** - Monday 7:00-9:45
- **Red Cross CPR - REC Hall** - Tuesday 1:15-2:15 & 7:15-9:15
- **Fingerprinting MB - Craftshop** - Tues & Thurs 7:00-8:30
- **Mile Swim - Waterfront** - Mon thru Thurs 7:00

**PLEASE DUPLICATE LOCALLY FOR SCOUT USE.**
<table>
<thead>
<tr>
<th>Scout's Name</th>
<th>Merit Badge</th>
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</table>
SPL'S TROOP PLANNING SHEET

As Senior Patrol Leader, it is your responsibility to meet with your Patrol Leader's Council and make some decisions about your summer camp program prior to coming to camp. This sheet has been designed to help you with that task. You do not need to schedule times for any activities, you only need to decide which activities you wish to do. Please bring this sheet with you to the Pre-camp planning meeting which is held at the Rotary Training Center at 12:30 on Sunday. It is important for you to be there.

TROOP ROTATION PERIODS:
As described in the Camp Guide, your troop will have the opportunity to visit the 6 major program areas in camp during the troop rotation periods. It is up to you to select one activity to do at each of these areas. Some suggestions are provided but we will attempt to schedule other activities that you desire.

<table>
<thead>
<tr>
<th>AREA</th>
<th>ACTIVITY YOUR TROOP WANTS</th>
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<tbody>
<tr>
<td>NATURE</td>
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<td>CONSERVATION</td>
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<td>AQUATICS</td>
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<td>SCOUTCRAFT</td>
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<td>CRAFTSHOP</td>
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<tr>
<td>RIFLE RANGE</td>
<td>Orientation and Troop Shoot</td>
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<tr>
<td>ARCHERY RANGE</td>
<td>Orientation and Troop Shoot</td>
</tr>
</tbody>
</table>

SCOUTCRAFT IDEAS

- Bread & Biscuits
- Menu Planning
- Camp Gadgets
- Orienteering
- Caveman Cooking
- Pancake Flipping
- Compass Course Game
- Pioneering
- Compass Hike
- Projects
- Dutch Oven Cooking
- Rope Making
- Firebuilding
- Shelter Making
- Flint & Steel
- Signaling
- Foil Cooking
- Solar Cooking
- Hobo Cooking
- Splices
- Knot Relay
- Survival Tricks
- Lashings
- Tent Pitching
- Low impact camping
- Trail First Aid
- Map Reading
- Wood Splitting
- Backpacking Preparation
- Cooking with Charcoal
- Cooking with liquid Fuel & Propane
- Knots, lashings, & Splices
- Map & Compass Treasure Hunt
- Measuring heights & distances

NATURE IDEAS

- Aquatic Environment Study
- Bird Feeder Construction
- Conservation Projects
- Edible Plants
- Forestry Projects
- Leaf Prints
- Make Nature Trail Signs
- Nature Hike
- Nature Trivia Game
- Scavenger Hunt
- Skiing Competition
- Solar clocks & compasses
- Swamp Romp (no non-swimmers)
- Tracking game
- Trail Improvement Project
- Wildlife Habitat Improvement
- Weather Instrument construction

CRAFTSHOP IDEAS

- Basketry Projects
- Patrol Flags
- Craftstrip Projects
- Patrol & Troop Plaques
- Fishing Lure Making Plaques
- Indian Crafts
- Plaster Casting
- Leatherwork Proj
- Silk Screen Printing
- Metalwork Projects
- Sign Making
- Nature Crafts
- Stencil Craft
- Neckerchief Slides
- Woodcarving
- Woodburning

AQUATICS IDEAS

- Basic Rescue Skills Swimming SA Skills
- Balloon Volleyball
- Troop Boating
- Instructional Swim
- Troop Swim
- Safe Swim
- Water games
AFTERNOON ACTIVITIES (4:00–4:50):

There are four afternoon periods where your troop can schedule troop activities. It is suggested that you reserve the Friday period to prepare for the Camp Wide Event that follows.

It is important not to over-schedule, leave yourselves some time to work on merit badges or relax.

ACTIVITY YOUR TROOP WANTS

1

2

3

HALT.

Many activities your troop can do on its own and don't need to be scheduled.

Hike a trail (red, yellow, blue, orange, or red-white-blue)

Tug of War

Go fishing

Work on Patrol Adventure Award

Overnight Hike*

Canoe Trip (day or overnight)*

OPEN AREAS: Certain areas are automatically open and you don't need to schedule them - just show up. They are: General Swim, Open Boating, Craftshop. The Ranges are open if not scheduled by another troop.

ACTIVITIES YOUR TROOP CAN SCHEDULE:

Nature-Conservation:

Anything listed on reverse side

Scoutcraft:

Totin' Chip

Firen'm Chit

Anything listed on reverse side

Service Projects:

All kinds - see your commissioner

Health & Safety:

Operation Rescue

Basic First Aid Review

Sports:

Archery Range

Soccer

Basketball

Softball

Rifle Range

Volleyball

Note: Waterfront activities are 45 minute sessions and may be scheduled at 7:00 or 7:45.

EVENING ACTIVITIES (7:00–8:30):

Troop Activities may also be scheduled for the evenings, but don't forget to schedule some free time.

ACTIVITY YOUR TROOP WANTS

1

2

3

4

HALT.

OPEN AREAS: Certain areas are automatically open and you don't need to schedule them - just show up. They are: Open boating, Craftshop, Rifle Range, and Archery Range.

ACTIVITIES YOUR TROOP CAN SCHEDULE:

Nature-Conservation:

Star Hike (after dark)

Anything listed on reverse side

Scoutcraft:

Totin' Chip

Firen'm Chit

Anything listed on reverse side

Service Projects:

All kinds - see your commissioner

Sports Competitions:

Basketball

Soccer

Softball

Volleyball

Aquatics Activities:

Balloon Volleyball

Water Basketball

Water Polo

Watermelon Tussle

Water Volleyball

* These require that you fill out a trip application form with the Program Director.
SPL'S TROOP PLANNING SHEET CONTINUED

As indicated on page 14, we have two camp wide events scheduled. The first is Wednesday evening for one hour. The second is two hours on Friday afternoon. As SPL you must also discuss this with your Patrol Leader's Council to find out what kinds of activities the Scouts in your troop would like. This list contains a few suggestions and ideas. When all the SPL's meet at camp we'll develop the actual program. Just because it's not on the list doesn't mean we can't do it. Use your imagination and come up with some new ideas.

Hour long activities for Wednesday:

1) Scavenger Hunt: Each patrol is given a list of things to find in camp. The patrol finding the most or finishing first is the winner.
2) Nature Scavenger Hunt: Same as above except all items are nature related.
3) Staff Hunt: The members of the Camp Staff, the SPL's, and the Scoutmasters hide throughout camp. Each person hiding is worth points to the Scout finding him. The troop with the most points wins.
4) Skit Campfire: One Troop builds the campfire, others put on skits and provide song leaders. The staff may be asked to assist.
5) Iron Man Contest: Each troop selects one representative to compete in a race consisting of three events: Swimming, Canoeing, and Running. The first person to finish all three events is the winner.
6) Tri-athlete: Similar to Iron Man except each troop supplies a three-man team, one swimmer, one canoeist, and one runner. The first team finished is the winner.
7) Beauty Contest: The SPL and one additional Scout from each troop dress up as their favorite female personality. Contestants are judged for "beauty" and "talent".
8) Staff vs. Scoutmaster & SPL Softball game: A team made up of staff members play a team made up of Scoutmasters and Senior Patrol Leaders in a game of softball.

Two hour long activities:

Most of the above activities could be modified for two-hours.

1) Water Carnival: Troop competition with various swimming, rowing, canoeing, and rescue events for learners, beginners, and swimmers.
2) Olympics: Competition by troop or patrol in various sport related activities: dashes, distance runs, long jump, softball throw, foul shooting, etc. The troop or patrol earning the most points wins.
3) Giant Relay Race: Troop competition consisting of swimming, rowing, canoeing, sports events, Scouting skills, etc. done in relay fashion. The first troop to finish is the winner.
4) Scouting Skill Competition: Patrols or troops compete in various Scouting skills such as knot tying, lashing, map & compass, fire building, first aid, plant identification, etc. The patrol or troop with the most points wins.
5) Map & Compass Treasure Hunt: Each patrol or troop is given a map to a hidden treasure. The object is to use the map and compass to find the treasure. The first patrol to find the treasure is the winner.
6) Compass Relay: Several stations are set up around camp. Patrols get from one station to the next by following a compass bearing. At each station, the patrol has to collect something or perform a Scouting skill. Points are earned at each station and for completing first.

COSTUME MATERIALS:
Remind the Scouts in your troop to bring materials to use to improvise costumes.
### TROOP ACTIVITY SCHEDULE

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<thead>
<tr>
<th></th>
<th>MONDAY</th>
<th>TUESDAY</th>
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**NOTES:** Troops should be prepared to schedule troop activities at the Scoutmaster's Planning Meeting on Sunday. Adult leaders are expected to accompany their Scouts at all scheduled Troop Activities.
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. __________________________

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.)  
   Senior Patrol Leader

7. Take part in all patrol-oriented camp-wide events during your stay at camp.  
   Senior Patrol Leader

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.  
   Senior Patrol Leader

b) Put on a skit involving each member of the patrol at a troop campfire.  
   Senior Patrol Leader

c) Complete a patrol conservation project approved in advance by the Nature Director.  
   Nature Director

d) Complete a patrol service project approved in advance by your commissioner.  
   Commissioner

e) Plan and carry-out a patrol activity with a patrol from another campsite.  
   (Such as a campfire, hike, or sporting event, etc.)  
   SM or SPL of other troop

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.  
   Area Director

g) Any project or activity developed by the patrol and approved in advance by the SPL  
   and the Program Director.  
   Program Director

h) Plan and carry out a patrol site improvement project approved in advance by the commissioner.  
   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:  
(Each Scout sign below)
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<tr>
<th>Troop:</th>
<th>Community:</th>
<th>Campsite:</th>
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**FULL-TIME ADULT LEADERS & POSITION:**

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**PART-TIME ADULT LEADERS & POSITION:**

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**BOY LEADERS:**

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**TOTALS:**

- FULL TIME ADULTS: 
- PART TIME ADULTS: 
- SCOUTS: 

-33-
CAMPERSHIP APPLICATION

1) Unit Leader ________________________________________ Pack # ________
   Address ____________________________________________ Troop # ________
   ____________________________________________ Post # ________

2) Youth ____________________________________________ CAMP ATTENDING
   Address ____________________________________________ Hinds ________
   ____________________________________________ Bomazeen ________

3) Campership for (Check one): High Adventure Canoe Trip ________
   Cub Scout Day Camp ________
   Fun Pack Weekend ________
   Webelos Long Term Camp ________
   Cub Scout Resident Camp ________
   Boy Scout Resident Camp ________

4) Camp Dates: _______________________________________

5) Amount Requested: _______________________________

6) Please describe briefly why a campership is requested:
   ___________________________________________________
   ___________________________________________________
   ___________________________________________________
   ___________________________________________________
   ___________________________________________________

7) Signature of Unit Leader: ___________________________

3) Please return to: PINE TREE COUNCIL
   125 AUBURN STREET
   PORTLAND, ME 04103

This information will be kept confidential. The Unit Leader will be notified as soon as a decision has been made. This application may be reproduced locally.