1988
CAMP HINDS
STAFF GUIDE
CAMP PHILOSOPHY

In order to successfully assure an enjoyable and meaningful stay at Camp Hinds for all campers, each staff member must meet the following criteria:

A. Have the ability to act as an EDUCATOR within the camp environment in the following two categories:

1) Personal Development. He must be able to instill through example and proper guidance, the characteristics of positive self-image and self-confidence, respect for others and the property of others, self-control, leadership, self-help, and the values outlined in the Boy Scout Law.

2) Camp-related skills in his specific camp area through innovative use of his experiences, training, and knowledge.

B. Have the ability and desire to promote TRADITION, both old and new, and to instill esprit de corps and Camp Hinds in all campers. All staff should assist boys in establishing roots at Camp Hinds so that they may share a common bond with all other Camp William Hinds campers, present, past, and future. Pride and loyalty in the camp, its heritage and its meaning are essential.

C. Be able to encourage COMPETITION on all levels (individual, patrol, troop, camp) while maintaining a proper prospective which eliminates the "winning at all cost" attitude. Cooperation in working towards a common goal is the primary objective.

D. A Camp Hinds staff member must at all times be able to motivate a feeling of excitement and fun in the campers. Enthusiasm and friendship are vital elements for each staff member if every camper is to feel comfortable at Camp Hinds and thoroughly enjoy his camp experience. While excitement and fun MUST exist, so MUST a deep seriousness of purpose in every staff member.

E. Last, but certainly not least, be able to operate as a team player. No Camp Hinds staff member is more important than any others. We MUST be loyal to each other, the Camp Administration, the staff as a whole, and Camp Hinds in general. A positive attitude is the most important quality of a Camp Hinds Staff member.

In addition, other desired qualities expected in all staff are initiative, flexibility, organization, and the ability to accept criticism. Most of all, the staff as a whole MUST be CAMPER ORIENTED in opposed to self-serving.

Marty Kadel
Camp Director
Alcohol and Drugs:

The possession or use of intoxicating beverages in any form, or any controlled substance including marijuana on camp property, will result in immediate dismissal from Camp Minidew. Persons in possession of illegal drugs will be reported to the State Police.

Smoking:

Smoking by staff will be in designated areas only. The Dining Hall, Trading Post, Program Areas, Tent, staff cabin, and any piece of Scout area (present are off-limits). Aid us in setting the example and maintaining fire safety.

Not allowed in camp:

Television, fireworks, pornographic material are strictly prohibited. The use of obscene, offensive, or off-color language will not be tolerated.

Time Off:

You will be given one day off per week. The day off schedule will be determined by the Camp Director and the Program Director, and each staff member will be made aware of his day off. All staff members are expected to leave camp during his day off. Nights out will be made at the discretion of the Camp Director.

All staff members are required to sign out at the Staff Lounge whenever they leave Camp Minidew.

You are not allowed to leave camp at other times without the permission of the Camp Director.

Nights Out:

Camp Minidew's nights-out policy for minor staff members states that all minors (under 21) must be signed back into camp by 11 PM. Only licensed drivers over 18 years old are allowed to transport staff members.

Occasionally camp sponsored outings for staff groups are conducted and are coordinated by an adult staff member. These events sometimes last past midnight (i.e.: Funtown, OGO etc.)

No minor staff member may have a night off without parental approval.

Forms are available through the Camp Director. Counselors-in-training may leave camp ONLY on camp sponsored events and with parental approval.

Program Staff desiring a night-out must get approval from their immediate supervisor (Area Director) and the Program Director.

Support staff desiring a night-out must get approval from their immediate supervisor and the Camp Director.

Taps:

After taps has blown, it is the responsibility of each staff member to carry on in an orderly and quiet fashion.

Staff members under the age of 18 are expected to be in their own cabins by 10:30 PM. Exceptions can be made for special occasions. The Camp Director has the final authority regarding lights out and/or silence in the staff lounge and staff cabins.
The official uniform of Camp Hinds will be the Official Summer Scout or Scouter uniform as described below:

- The official short sleeve shirt with appropriate insignia properly placed.
- ONLY OFFICIAL SCOUT SHORTS may be worn.
- Official Scout Belt.
- Official long stockings only. Please note no other stockings will be worn over Scout socks.
- Neckerchief and appropriate slide will be worn. You will be given one staff neckerchief. You supply the slide.
- The only hat to be worn in camp is the Official Camp Staff hat.

The Official "Class A" camp uniform with staff neckerchief and staff hat will be worn for check-in Sunday afternoon, Friday visiting hours, and closing ceremonies Saturday morning as well as to retreat and supper daily. Should you misplace your staff neckerchief or hat, you will be expected to replace them in time for retreat and supper.

During other parts of the day the "Class B" uniform may be worn. For a Class B uniform a staff T-shirt or other SCOUTING T-shirt may be worn in place of the Scout shirt.

While on lifeguard duty or working on the waterfront a "conservative" bathing suit may be worn. (Jams and cut-offs are not appropriate for a Scout camp). As with the other areas in camp, if you wish to wear a shirt it must be a Scout shirt or Scouting T-shirt. Only staff hats will be allowed on the waterfront.

The kitchen crew will wear clean and neat work clothes.

While you are in camp you are expected to be in uniform. Civilian clothes are to be worn only in the privacy of your own cabin or on the way in and out of camp.

Only exceptions to these policies will be made by the Camp Director.

Motor Vehicles:

Permission must be obtained from the Camp Director to maintain a vehicle in camp. All vehicles must be stored in the parking lot; cars will not be used for transportation in camp. Staff members under the age of 16 may be asked to store their car keys in the camp office for safe keeping. The speed limit in camp is ten (10) miles per hour. Excessive noise, or carelessness are strictly prohibited.

Camp vehicles and trucks are to be driven only by those specifically authorized to do so by the Camp Director. Passengers are permitted only in the cab. PASSENGERS ARE NOT PERMITTED IN THE BACK OF TRUCKS.
Trading Post:

During Trading Post hours, staff members may purchase items but MUST wait their turn along with the campers. All sales are cash and carry - NO CREDIT ACCOUNTS - NO CREDIT. There will be no staff discounts. The Trading Post Manager, or substitute designated by the Camp Director are the only people authorized to make sales in the Trading Post. Therefore staff members will not be allowed behind the counter in the Trading Post.

Please note: The tally system applies to staff also.

Staff Areas:

You will be assigned to a cabin for the summer camp season. Your area will be reserved as a staff area and will be considered off limits to campers. DO NOT invite campers to your cabin. You will be responsible for maintaining CLEAN and NEAT quarters as well as the surrounding area (including under the cabin).

Open flames, smoking, candles, or liquid fuel lanterns will not be permitted in the staff cabins. Because of the drain caused on the camp's electrical system, televisions and other appliances that draw large amounts of electricity are allowed only with special permission from the Camp Director.

Periodic inspections of staff areas may be conducted by the Camp Administration.

Personal Cleanliness:

Staff showers are available behind the kitchen for your use daily. Staff members will not use the camper's shower. Because of the limited hot water supply at the Health Lodge, these showers will be reserved for patients and the adult staff members living in the immediate area.

Promptness:

Each staff member is required to be ON TIME for all meals, retreats, campfires, scheduled program activities, and instruction for which he is responsible. Unless assigned to other duties, each staff member is expected to be in his assigned program area during program hours (8:30-12:15, 1:15-4:55; 7:00-8:30). Staff members should not be in their cabins or in the staff lounge at these times without special permission from their area director.

Telephone:

Since there is only one phone line in camp, and that line must be kept clear for emergencies and camp business, only the Camp Director can authorize personal use of the camp phone. We have a pay phone available for the staff and adult leaders at the Health Lodge.

Staff as Role Models:

Believe it or not, every staff member will have a number of Scouts who will look up to and model them. Therefore it is most important for all of us to live up to the Scout Oath and Law on a daily basis.

INITIATIONS AND HAZINGS:

This does not belong in a Scout Camp. Staff members will assist Scout Leaders to see that all new campers are properly oriented and assisted to get the most out of their camp experience. Under B.S.A. policy, initiations and hazings may be regarded as child abuse, and will be dealt with as such.
CAMP DIRECTOR:

The Camp Director is the ultimate authority in all matters pertaining to camp operation. He is responsible for hiring and firing of all staff, the compliance with all Boy Scouts of America and governmental policies and regulations, the purchasing of all materials for the camp, maintaining adequate business records, the operation of the Trading Post and Dining Hall, and the implementation of an optimum Scouting Program.

In addition, he administers all health and safety policies, camp evaluations, camp schedules and procedures, and is responsible for all camp equipment and buildings.

PROGRAM DIRECTOR:

Reports directly to the Camp Director in all matters concerning administration of the Camp Program.

A) Acts as the direct supervisor over all Program Staff.
B) Offers guidance and direction to all Program Staff.
C) Participates in camp activities and frequently visits all activity areas and demonstrations to assure a quality program.
D) Coordinates the overall camp program including:
   - Troop Activities
   - Inter-Troop Activities
   - Establishing a meaningful camp program and promoting good Scout Skills
E) Coordinate the preparation of special activities and all camp-wide events. To enlist the service of staff as needed.
F) Meet with Scoutmasters both formally and informally. Help review their camp program and give needed guidance.
G) Keep orderly, up-to-date, advancement records.
H) Coordinate the Dining Hall program after the meals with the Camp Director.
I) Coordinate religious services and promote staff and camper morale.
J) Assists the Camp Director in developing the Schedules, manuals, and daily procedures related to program.
K) All other duties as assigned.
CAMP COMMISSIONER

Reports directly to the Camp Director for proper execution of his duties.

A) Help unit leaders develop a program pre-camp and in camp.

B) Assist unit leaders (chartered and provisional) in:
   - Establishing a sound camping program
   - Weekly and daily program (including rainy day)
   - Interpret the Patrol Method and put it in action
   - Help meet problems and turn them into opportunities
   - Help leaders acquire Scout Skills
   - Interpret the camping policies of the Boy Scouts of America and
     this camp, as sound procedures in Citizenship training.

   Regular unit visitation for counseling:
   1) Program help (bulletin board use, camp program information)
   2) Unit housekeeping (tents in repair, etc.)
   3) Health and safety (fireguard plan, shower use, etc.)
      This includes the distribution of supplies and equipment
      needed to keep the campsite clean and safe.
   - Coordinate with the volunteers who conduct daily troopsite
      inspections
   - Assist in campwide program as assigned
   - Assist in providing training and supervision to C.I.T.'s in your
      area
   - Perform any other duties as assigned by the camp administration

C) In cooperation with the Scoutcraft Director, supervise and coordinate
   all camp service projects.

D) Assist camp in performing its patriotic duty by ensuring that the flags
   are raised in the morning (weather permitting) and by recruiting and
   training color guards for retreats.

TRADING POST MANAGER

Reports directly to the Camp Director for proper execution of his duties.

A) Maintain accurate inventory records of all merchandise in the trading
   Post. Use proper methods in the handling of all money.

B) Maintain the trading Post and its surrounding area with personal pride.

C) Keep all merchandise clean and displayed in an attractive manner.
   Keep the Trading Post equipment clean.

D) Treat all campers as if your job depended on their business.

E) Act as Camp Postmaster. Monitor incoming telephone calls in Camp
   Director's absence.

F) Perform other duties as assigned by the Camp Director.
A) Establish an organized Scout Troop with appropriate boy leadership.
B) Prepare with the boy leadership the troop's weekly program. Help
each Scout outline a proper program of personal advancement. Instill
an espirit de corps within the provisional troop.
C) Make sure that the unit has the proper programs that will increase
each Scout's knowledge of Scouting and add to his enjoyment.
D) Assist in providing training and supervision to any C.I.T.'s in your
area.
E) Perform other duties as assigned by the camp administration.

CAMP NURSE:

Reports directly to the Camp Director.

A) Be responsible to carry out all medical treatment as directed in the
standing orders by the Camp Physician.
B) Recheck all campers and staff members for proper medical forms, for all
the needed signatures.
C) Maintain all medical forms in appropriate and orderly manner noting
troop number and campsite.
D) Communicate via telephone with doctors for treatment when question
of care is required.
E) Transportation to hospitals should be given utmost and immediate
care and consideration.
F) Coordinate with the Camp Administration all questionable cases related
to homesickness and the like.
G) Contact the Camp Director immediately in cases of emergencies involving
major injuries, fatalities, or serious accidents.
H) Develop a list of "Medical alert" cases each week of campers or staff
that are in camp. This list is to be typed and shared with unit
leaders and camp staff members.
I) Maintain a bound page numbered log book of all care and medical
services provided for campers. A separate log for the camp staff.
J) Coordinate planning and preparation for First Aid Merit Badge training
and C.P.R. Instruction with the Program Director. Supervise the staff
members responsible for teaching these skills.
K) Establish a daily "sick call" schedule to provide treatment and
medical care for all campers and staff.
L) Secure all medicines and drugs in a locked storage cabinet or
refrigerator. Dispense as prescribed/directed by the physician.
M) Make periodic health inspections of the kitchen, latrines, and
showers at the Camp Director's request.
N) Assist in providing training and supervision to any C.I.T.'s in your
area.
O) Perform other duties as assigned by the camp administration.
RIFLE RANGE DIRECTOR:

Reports directly to the Program Director and Camp Director.

A) Develops and directs an appropriate Rifle Range program that will meet the needs of all merit badges offered at the range.
B) Allowing time for instruction and recreational shooting for individual Scouts, patrols, and troops.
C) Supervise the distribution and use of all equipment in your area, including ammo and firearms.
D) Maintain strictest safety standards at all times.
E) Assist in campwide program as assigned.
F) Assist in providing training and supervision to any C.I.T.'s in your area.
G) Perform other duties as assigned by the camp administration.

ARCHERY DIRECTOR:

Reports directly to the Program Director and Camp Director.

A) Develop a program that will meet the needs of all merit badges in your area.
B) Allow time for instruction and recreational shooting for individual Scouts, patrols, and troops.
C) Supervise the distribution of all equipment in your area and maintain the strictest safety standards.
D) Assist in campwide program as assigned.
E) Assist in providing training and supervision to any C.I.T.'s in your area.
F) Perform other duties as assigned by the camp administration.

NATURE-CONSERVATION DIRECTOR:

Reports directly to the Program Director and camp director.

A) Serves as staff leader for the Nature-Conservation staff.
B) Develops and directs an appropriate Nature, Conservation, and Ecology program that meets the needs of all the merit badges in your area.
C) Provide exciting and educational activities for individual Scouts, patrols, and troops to do in the area of Nature-Conservation.
D) Develop new areas and improve on present facilities as required to enrich your area and program.
E) Direct camp conservation projects.
F) Supervise the distribution of all equipment in your area. The security of equipment is a top priority.
G) Assist in campwide program as assigned.
H) Assist in providing training and supervision to any C.I.T.'s in your area.
I) Perform other duties as assigned by the camp administration.
CRAFTSHOP DIRECTOR:

Reports directly to the Program Director and Camp Director.

A) Serves as staff leader for the Craftshop Staff.
B) Develops and directs an appropriate program that meets the needs of all the merit badges of your area.
C) Allow opportunities for leisure craftshop work daily.
D) Provide activities for individual Scouts, patrols and troops.
E) Supervise the distribution and safe use of tools. Safety and security are prime considerations.
F) Assist in campwide program as assigned.
G) Assist in providing training and supervision to any C.I.T.'s in your area.
H) Perform other duties as assigned by the camp administration.

AQUATICS DIRECTOR:

Reports directly to the Program Director and Camp Director.

A) Serves as staff leader for the Aquatics Staff.
B) Be responsible for the proper use and maintenance of equipment and facilities and general area.
C) Carry out safe swim defense and safety afloat for adults.
D) Serves as head merit badge counselor for all merit badges in your area.
E) Supervise swimming classification.
F) Supervise proper implementation of the buddy system.
G) Supervise lifeguards for all general swims. A staff rotation system will be used when needed.
H) Enforce all Boy Scout and Camp Hinds Aquatic Safety regulations.
I) Supervise all staff and C.I.T.'s while they are performing duties on the waterfront.
J) Take an active part in the camp program as assigned.
K) Assist in providing training and supervision to any C.I.T.'s in your area.
L) Perform other duties as assigned by the camp administration.
SCOUTCRAFT DIRECTOR:

Reports directly to the Program Director and Camp Director.

A) Serves as staff leader for the Scoutcraft Staff.
B) Develops and directs an appropriate Scoutcraft program that will meet the needs of all the merit badges in your area.
C) Provide exciting and educational activities that can be done by individual Scouts, patrols, and troops in the Scoutcraft areas.
D) Develop new areas and improve on present facilities as required to enrich your program and area.
E) With the help of the Camp Commissioners, coordinate and supervise camp service projects.
F) Supervise the distribution and safe use of tools. Safety and security are prime considerations.
G) Assist in campwide program as assigned.
H) Assist in providing training and supervision to any C.I.T.'s in your area.
I) Perform other duties as assigned by the camp administration.

ALL PROGRAM STAFF (Including C.I.T.'s):

In addition to specific duties related to your program area, you are expected to:

A) Keep yourself physically and mentally alert in the performance of your duties.
B) Follow the directions of your superiors in all relations within your program area and throughout camp.
C) If assigned to work with campers on any phase of advancement, keep and maintain accurate records of all such advancement.
D) Maintain your program area and work area in a clean and healthful manner.
E) Cheerfully assume any and all duties that are assigned to you, even those not related to your area.
F) Do your utmost to see that every camper and leader gets the program he needs and deserves.
G) Have an excellent knowledge of the requirements for badges of rank and all the merit badges you are responsible for.
H) Council and guide Scouts in the merit badges that they are attaining.
   (Avoid classroom lecture)
I) Assist in campwide program as assigned.
J) Perform other duties as assigned by the camp administration.
1. C.I.T.'s shall be subject to the same policies, privileges, and standards as the paid staff.

2. C.I.T.'s will be under the direction of the Program Director who will work in concert with the Camp Director and Area Directors to provide the best for each C.I.T. keeping in mind the needs of the camp.

3. C.I.T.'s will be given the opportunity to experience as many program and non-program areas of camp as possible on a weekly rotating schedule. These areas could include but are not limited to the following areas: Aquatics, Commissioner, Craftshop, First Aid, Kitchen, Nature-Conservation, Provisional, Ranger Assistant, Scoutcraft, and Shooting Sports.

4. C.I.T.'s will be given maximum opportunity for Scout Advancement and personal growth under the guidance of the Camp Administration.

5. C.I.T.'s will participate in regular personal growth conferences.

6. C.I.T.'s may be added or deleted as warranted by performance and camp need.

OTHER DUTIES:

All staff members are expected to participate in the following unless excused personally by the Program Director or Camp Director. This list is not intended to be a complete list, but is designed to remind you of some of the other duties you are expected to perform.

- Lifeguard duty for general swim
- Assist in Camp Wide Events
- Move Dining Hall Tables in and out for the Friday Barbecue
- Attend and participate in all campfires
- Attend Vesper Service
- Building campfires
- Serve as a Campsite guide which includes helping them Sunday, eating with them during cookout meals, etc.
- You are encouraged to visit them during the week, attend their troop campfires, etc.
As a member of the Program Staff you should be aware of the following:

1. Be neat in appearance at all times — to be a leader, you must look the part.
2. Be prepared and always on time for classes and all activities.
4. Keep track of all equipment assigned to your department.
5. Keep your program area clean and neat at all times.
6. You are expected to be available to assist in any and all camp-wide events and campfires.
7. If there is anytime during the day that you find yourself with nothing to do, check with your Area Director or Program Director for an assignment.
8. You are expected to be at all meals. The only exceptions will be those who are counselors for Cooking Merit Badge. This rule especially holds true for breakfast.
9. You are expected to act in a mature fashion in front of all campers, leaders, and parents at all time. This means that the use of profane language will not be tolerated.

You must remember that we are in effect running a business. Our product is the providing of a quality program for the Scouts and leaders who come to camp. We all must respect the Scouts and Leaders because without them, we would not be here. You are an important part in our organization and you must do your all to see that camp runs smoothly. You can do this by not only working well with the campers and leaders, but by working and living smoothly with your fellow staff members. We expect that some conflicts will arise, and when they do, be sure to consult your Area Director, the Program Director, or the Camp Director. We are all here to help you and expect to hear from you when something is not running smoothly. Staff morale plays an important part in the functioning of the camp. You must do your best to help maintain a high level of staff morale.
EMERGENCY PROCEDURES FOR UNITS

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 campsites 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 untended.
   Clear the ground for six feet around the fireplace.
   Always keep water nearby when you have a fire.
   Keep two 10-gallon 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.
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 30 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 Chipmunk point.

The swimming and boating areas will also be open during the 4:00 to 4:30 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, Crafts shop, 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.

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<th>theme</th>
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<td>Super Heroes</td>
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<td>July 10-16</td>
<td>Nerds</td>
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<td>July 17-23</td>
<td>Olympics/Toga</td>
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<td>July 24-30</td>
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<td>Nerds</td>
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<td>6</td>
<td>Aug 7-13</td>
<td>Olympics/Toga</td>
</tr>
</tbody>
</table>
# Daily Schedule

## 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
- **3:45** - Formal Retreat and Waifer'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 Barrel in Dining Hall

## Monday-Friday:
- **7:00** - Reveille
- **7:15** - Waifer's Call
- **7:30** - Breakfast (Cookout Friday)
- **8:00** - Troop site improvement/Campsite inspection by SPL
- **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** - Waifer's Call
- **12:30** - Lunch (Cookout Thursday)
- **1:00** - Campwide Good Turn
- **2:15-3:55** - Siesta and troop quiet time in site (Staff Swim)
- **4:00-4:50** - Fourth Activity Period (2 activities on Monday)
- **5:00** - Staff Swim
- **5:45** - Formal Retreat (except Thursday)
- **6:00** - Dinner (Cookout Thursday, Family Chicken BBQ Friday)
- **7:00-8:30** - Evening Activity Period
- **9:00** - Call to Quarters
- **9:25** - Tattoo
- **9:30** - Taps

## Saturday:
- **7:00** - Reveille
- **7:15** - Waifer's Call
- **7:30** - Breakfast
- **8:00** - 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>Activity</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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</thead>
<tbody>
<tr>
<td>7:00</td>
<td>REVEILLE</td>
<td></td>
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<td></td>
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<tr>
<td>7:15</td>
<td>WAKE UP CALL</td>
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<tr>
<td>7:30</td>
<td>BREAKFAST</td>
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<tr>
<td>8:30</td>
<td>MERIT BADGE 1</td>
<td></td>
<td></td>
<td>TROOP ROTATION 4</td>
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<tr>
<td>9:20</td>
<td></td>
<td></td>
<td></td>
<td>RIFLE RANGE</td>
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<tr>
<td>9:30</td>
<td>MERIT BADGE 2</td>
<td></td>
<td></td>
<td>TROOP ROTATION 5</td>
<td></td>
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<tr>
<td>10:20</td>
<td></td>
<td></td>
<td></td>
<td>ARCHERY RANGE</td>
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<tr>
<td>10:30</td>
<td>MERIT BADGE 3</td>
<td></td>
<td></td>
<td>TROOP ROTATION 6</td>
<td></td>
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<tr>
<td>11:20</td>
<td></td>
<td></td>
<td></td>
<td>CRAFTSHOP</td>
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<tr>
<td>11:30</td>
<td>GENERAL SWIM &amp; OPEN BOATING</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>11:30-11:45</td>
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<td>12:15</td>
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<td></td>
<td>11:45-12:15</td>
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<tr>
<td>12:00</td>
<td>Senior Patrol Leader’s Meeting</td>
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<tr>
<td>12:15</td>
<td>WAKE UP CALL</td>
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<tr>
<td>12:30</td>
<td>LUNCH</td>
<td></td>
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<tr>
<td>1:00</td>
<td>SIESTA (STAFF SWIM)</td>
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<tr>
<td>2:15</td>
<td>TROOP ROTATION 1</td>
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<tr>
<td>3:00</td>
<td>NATURE</td>
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<tr>
<td>3:10</td>
<td>TROOP ROTATION 2</td>
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<tr>
<td>3:55</td>
<td>AQUATICS</td>
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<td>4:00</td>
<td>TROOP ROTATION 3</td>
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<tr>
<td>4:50</td>
<td>SCOUTCRAFT</td>
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<tr>
<td>5:00</td>
<td>STAFF SWIM</td>
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<tr>
<td>5:45</td>
<td>RETREAT</td>
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<tr>
<td>6:00</td>
<td>DINNER</td>
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<tr>
<td>7:00</td>
<td>CALL TO QUARTERS</td>
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<tr>
<td>8:30</td>
<td>TROOP COMPETITION</td>
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<tr>
<td>9:00</td>
<td>TROOP ACTIVITY &amp; FISHING MB</td>
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<tr>
<td>9:30</td>
<td>TROOP ACTIVITY &amp; FISHING MB</td>
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<tr>
<td>10:00</td>
<td>CAMP FIRE</td>
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<tr>
<td>10:15</td>
<td>FAMILY CHICKEN DINNER</td>
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<tr>
<td>11:00</td>
<td>VESPER SERVICE</td>
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<tr>
<td>12:00</td>
<td>COOK OUT DINNER</td>
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</table>

Note: OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT, RIFLE RANGE, ARCHERY RANGE
(ONLY IF NOT SCHEDULED BY TROOP)
# Camp William Hinds - 1988 - Merit Badge Schedule

<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>
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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>Camping MB</td>
<td>*Archery 8:30-10:20</td>
<td></td>
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<tr>
<td>PLUS Tuesday</td>
<td>Canoeing MB</td>
<td>Leatherwork MB</td>
<td>*Environmental Science 8:30-10:20</td>
<td>Cooking MB</td>
<td>*Rifle Shooting 8:30-10:20</td>
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</tr>
<tr>
<td>9:30-10:20</td>
<td>Canoeing MB</td>
<td>Basketry MB</td>
<td>*Environmental Science 8:30-10:20</td>
<td>Cooking MB</td>
<td>*Rifle Shooting 8:30-10:20</td>
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<tr>
<td>PLUS Wednesday</td>
<td>Lifesaving MB</td>
<td>Leatherwork MB</td>
<td>*Environmental Science 8:30-10:20</td>
<td>Pioneering MB</td>
<td>*Rifle Shooting 9:30-11:20</td>
<td></td>
</tr>
<tr>
<td>10:30-11:20</td>
<td>Canoeing MB</td>
<td>Basketry MB</td>
<td>*Environmental Science 8:30-10:20</td>
<td>Pioneering MB</td>
<td>First Aid MB</td>
<td></td>
</tr>
<tr>
<td>PLUS Thursday</td>
<td>Learners &amp; Beginners Instructions</td>
<td>Leatherwork MB</td>
<td>*Environmental Science 9:30-11:20</td>
<td>Cooking MB</td>
<td>*Archery 9:30-11:20</td>
<td></td>
</tr>
<tr>
<td>7:00 PM</td>
<td>Mile Swim</td>
<td>Woodcarving MB</td>
<td>Forestry MB</td>
<td>*Environmental Science 9:30-11:20</td>
<td>First Aid MB</td>
<td></td>
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<tr>
<td></td>
<td>Fingerprinting MB</td>
<td></td>
<td>Mammals MB</td>
<td></td>
<td>Red Cross CPR</td>
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<tr>
<td></td>
<td>7:00-8:30 PM</td>
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<td></td>
<td>Tues 1:15-2:15</td>
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<tr>
<td></td>
<td>7:00-9:45 PM in Dining Hall</td>
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<td></td>
<td></td>
<td>and 7:15-9:15</td>
<td></td>
</tr>
</tbody>
</table>

**By Appointment**

- ADULTS: Safe Swim & Safety Afloat Tues 9:30 AM
- Indian Lore MB
- Astronomy MB
- Bird Study MB
- Botany MB
- Geology MB
- Insect Life MB
- Nature MB
- Oceanography MB
- Reptile Study MB
- Weather MB
- Bugling MB
- Personal Fitness
- Athletics MB

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: $ 4.00

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 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.

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

Lifesaving: 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: $ 6.50
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 instruction.

RED CROSS C.P.R. --> Sign-up Sunday evening. This is a three-hour Red Cross Certified CPR course. A $20.00 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 session 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 Kinks 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 Hinde.

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.
**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 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>
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<tbody>
<tr>
<td>1</td>
<td>July 3-9</td>
<td>Indian Lore</td>
<td>Order of the Arrow</td>
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<td>Session 3</td>
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<tr>
<td>2</td>
<td>July 10-16</td>
<td>Woodworking MB</td>
<td>Walter Lamb</td>
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<td>MTWR 7:00-9:00</td>
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<td></td>
<td>Energy MB</td>
<td>Dom Mogavero</td>
<td>45</td>
<td>Session 3</td>
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<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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<td></td>
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<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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<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>
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<td>Signaling MB</td>
<td>Paul Gouch</td>
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<td>Session 3</td>
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<td>5</td>
<td>Jul 31-Aug 6</td>
<td>Public Health</td>
<td>Mike Mirisola</td>
<td>317</td>
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<td>Salesmanship</td>
<td>T. Michael King</td>
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<td>MTWR 7:00-8:30</td>
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<td>6</td>
<td>Aug 7-13</td>
<td>Geology MB</td>
<td>Jim Fendtton</td>
<td>342</td>
<td>Session 3</td>
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<tr>
<td></td>
<td></td>
<td>Law MB</td>
<td>Gene Fizell</td>
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<td>Session 1</td>
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</tbody>
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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 RF 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 trap 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

**8:30-9:20 MT RF & 2:15-3:55 Tues**  
(Select One)

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<th>OLDER SCOUTS ONLY</th>
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<tbody>
<tr>
<td>Basketry - Craftshop</td>
<td>Archery (8:30-10:20)</td>
<td>BSA Lifeguard (all day) - Waterfront</td>
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<tr>
<td>Cooking - Tenny Scoutcraft Area</td>
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<tr>
<td>Forestry - Nature Area</td>
<td>Canoeing - Chipmunk Point</td>
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<td>Leatherwork - Craftshop</td>
<td>Environmental Science (8:30-10:20)</td>
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<td>Mammals - Nature Area</td>
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<td>Rifle Shooting (8:30-10:20)</td>
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<tr>
<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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<tr>
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**9:30-10:20 MT RF & 2:15-3:55 Wed**  
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<td>Water Skiing - Waterfront</td>
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<td>Fish &amp; Wildlife - Nature Area</td>
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<td>Small-boat Sailing - Chipmunk Point</td>
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**10:30-11:20 MT RF & 2:15-3:55 Thurs**  
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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**
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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<tr>
<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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<td>RIFLE RANGE</td>
<td>Orientation and Troop Shoot</td>
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<td>Archery</td>
<td>Orientation and Troop Shoot</td>
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<td>Range</td>
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<tr>
<td>CRAFTSHOP IDEAS</td>
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<tr>
<td>Basketry Projects</td>
<td>Patrol Flags</td>
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<tr>
<td>Craftstrip Projects</td>
<td>Patrol &amp; Troop</td>
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<tr>
<td>Fishing Lure Making</td>
<td>Placques</td>
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<td>Indian Crafts</td>
<td>Plaster Casting</td>
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<td>Leatherwork Proj</td>
<td>Silk Screen Printing</td>
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<td>Metalwork Projects</td>
<td>Sign Making</td>
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<tr>
<td>Nature Crafts</td>
<td>Stencil Craft</td>
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<td>Neckerchief Slides</td>
<td>Woodcarving</td>
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<tr>
<td>Aquatics IDEAS</td>
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<tr>
<td>Basic Rescue Skills</td>
<td>Swimming 5A Skills</td>
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<tr>
<td>Balloon Volleyball</td>
<td>Troop Boating</td>
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<tr>
<td>Instructional Swim</td>
<td>Troop Swim</td>
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<tr>
<td>Safe Swim</td>
<td>Water games</td>
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</tbody>
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**SCOUTCRAFT IDEAS**
- Bread & Biscuits
- Camp Gadgets
- Caveman Cooking
- Compass Course Game
- Compass Hike
- Dutch Oven Cooking
- Firebuilding
- Flint & Steel
- Foil Cooking
- Hobo Cooking
- Knot Relay
- Lashings
- Low Impact Camping
- 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
- Skish Competition
- Solar Clocks & Compasses
- Swamp Romp (no non-swimmers)
- Tracking Game
- Trail Improvement Project
- Wildlife Habitat Improvement
- Weather Instrument construction
AFTERTOWN ACTIVITIES (4:00-4:30):
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.

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<tr>
<th>ACTIVITY YOUR TROOP WANTS</th>
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OPEN AREAS: Certain areas will automatically open and you don't need to schedule them - just show up. They are: General Swim, Open Boating, Craftshop, Rifle Range, Archery. 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
Fizem' n Chit

Service Projects:
All kinds - see your commissioner

Health & Safety:
Operation Rescue
Basic First Aid Review

Sports:
Archery Range
Soccer
Basketball
Softball
Rifle Range
Volleyball

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)*

EVENING ACTIVITIES (6:30-8:30):
Troop Activities may also be scheduled for the evenings, but don't forget to schedule some free time.

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<th>ACTIVITY YOUR TROOP WANTS</th>
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</table>

OPEN AREAS: Certain areas will 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
Fizem' n Chit

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

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

*=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 imaginations 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-Athlon: 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, lashes, map & compass, firebuilding, 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 for the camp wide events. See page 14.
**STAFF GOOD TURNS**

Staff Good Turns are done each day directly after the noon-meal. They should take no longer than 15 minutes. They are:

**STAFF SHOWER:**
- Pick up trash
- Clean floor
- Empty trash can

**HEALTH LODGE BATHROOM:**
- Pick up trash
- Clean toilet, bathtub & sinks
- Restock toilet paper, paper towels, and soap as needed
- Sweep and/or mop floor
- Empty trash can

**STAFF LOUNGE:**
- Pick up trash
- Sweep floor
- Clean bathroom
- Restock toilet paper, paper towels, and soap
- Clean out non-usable materials from refrigerator
- Straighten out furniture
- Empty trash can

**KITCHEN CREW BATHROOM:**
- Pick up trash
- Clean toilet & sink
- Restock toilet paper, paper towels, and soap as needed
- Sweep and/or mop floor
- Empty trash can

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<tr>
<th>Area</th>
<th>Monday</th>
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**STAFF SWIM SUPERVISION**

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<tr>
<th>STAFF SWIM</th>
<th>B. Longway</th>
<th>B. Rusger</th>
<th>T. Swift</th>
<th>Sanderson</th>
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<tbody>
<tr>
<td>SIESTA</td>
<td>R. Drescher</td>
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<td>M. Cook</td>
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<tr>
<td>STAFF SWIM</td>
<td>M. Kadel</td>
<td>D. Zaharis</td>
<td>W. Zaharis</td>
<td>A. Dennis</td>
<td>Nurse</td>
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<tr>
<td>5:00 PM</td>
<td>B. Dumont</td>
<td>J. O'Toole</td>
<td>S. Velcourt</td>
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ALFRED E. NEUMAN

The purpose of the "Alfred":

To honor and recognize Staff members or Counselors in Training who, without forethought, without regard to safety, and without wasting a single brain cell have performed a miscalculation in judgement or performance or supervised campers in doing so.

General Rules:

1. Individuals may not be nominated for breaking camp rules.
   (For example: Being caught leaving camp without permission is not a valid nomination).
2. Nomination speeches shall not exceed 1 minute in duration.
3. General principle nominations will not be allowed.
4. Staff members who were framed or set-up shall not be nominated.
5. Nominations shall be from events occurring anytime after the last awarding of the Alfred and before the current presentation.
6. Individuals who are absent from the nomination meeting shall have a stand-in, if nominated, and if they are selected, they will be presented the award at the next meal in the dining hall.
7. Medical problems are not causes for nomination, unless the accident occurred while teaching others how to prevent a similar accident. (Cutting your finger while whittling would not be a suitable nomination, but cutting your finger during a Tot'n Chip class would be.)
8. The "Alfred" shall be hung on the outside of the cabin of the current recipient in a highly visible place.
9. The recipient of the "Alfred" shall place his name and the week upon the inside cover of the lid.

Past Examples:

1. Directing a Merit Badge class to fell a tree which landed on a power line cutting off power to the entire side of the lake.
2. A Merit Badge instructor cut his thumb while teaching Tot'n Chip.
3. Locking oneself out of your cabin, in your underwear, on visitor's day.
4. Explaining the parts of a row boat to a canoeing Merit Badge class.
5. On a nightout, an area director agreed to meet up with his staff at a given time & place, but instead returned to camp thus being reported to the police as a missing person.