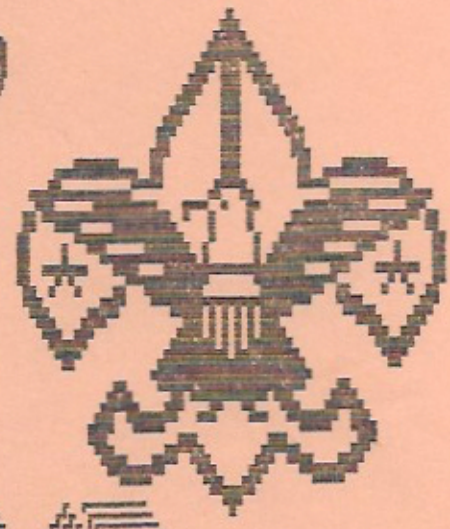
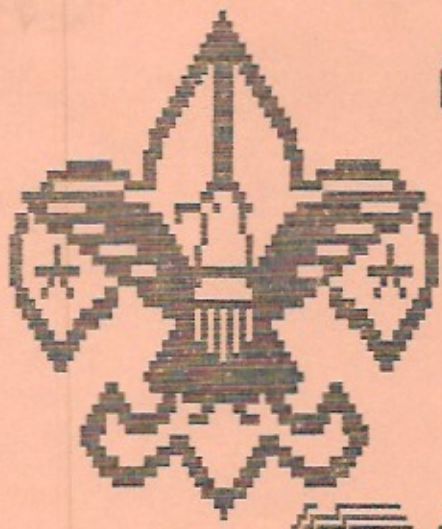


DEAN ZAHARIS

1989

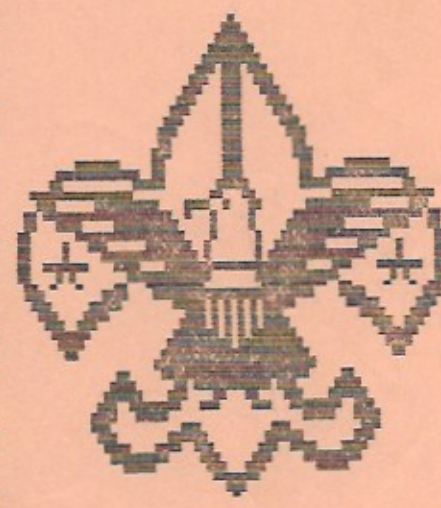


CAMP

WINDS



S
T
A
F
F



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 experience, 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 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 other. 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 as opposed to self-serving.

Marty Kadel
Camp Director

1989 - CAMP HINDS STAFF

CAMP DIRECTOR
=====

Marty Kadel

ASST. CAMP DIRECTOR
=====

Tom Peaco

PROGRAM DIRECTOR
=====

Dean B. Zaharis

COOK
=====

Judy Gisel

NURSES
=====

Donna Rueger
Karen Bundy

TRADING POST
=====

Marc Latulippe
Brenda Zaharis

CAMP RANGER
=====

Glen Gisel
Leonard Daigneault

FUN PACK WEEKEND
=====

Bud Wilson

ASST. COOK
=====

Bob Berry

AQUATICS
DIRECTOR

Steve Finch

NATURE-CONS
DIRECTOR

Scott Blanchard

SCOUTCRAFT
DIRECTOR

Mike Cook

CRAFTSHOP
DIRECTOR

Brian Dumont

COMMISSIONER

Arthit Chachiyo
Dave Veilleaux

RIFLE RANGE
DIRECTOR

Bruce Rueger

ARCHERY
DIRECTOR

Jeff Hersom

PROVISIONAL
SCOUTMASTER

Greg Milne

COUNSELORS-
IN-TRAINING

Jeremy Gagne
Steve Hall
Brian Kietauskas
Jome Murphy
Shawn Pomroy
Willy Watson

STEWARDS

Scott Valcourt

AQUATICS
STAFF

Danny Nugent
Rick Bucko
Brian Foster
Jason Morrill
Chris Powers

NATURE-CONS
STAFF

Daren Blometh
Jeremy Keough
Mike LeVasseur

SCOUTCRAFT
STAFF

Sheldon Hussiere
Rob Sargent
Chris Swift

CRAFTSHOP
STAFF

Todd Lander
Mike Lorrain
Betty Wilson

JAMBOREE-TIME
STAFF

Kathy Kietauskas
Mike King
Wendy Zaharis

PROVISIONAL
STAFF

Rod Mailhot
Dave Carey

1989 CAMP HINDS STAFF

MFZETDEGQCURMYCPHODHGER TJVOMYVVVTHCNZSGLK
TGHASKDRZUIGIXUGVTZTXDAVE CAREYVNXQDVOMZF
TOJXEGBAIBSALUKWPXFQKATHYK IETAUSKASWUJPS
QVFHZOWOJCCHLT KZYIMEMGYLVXTJHLXTRNGLJZEB
ZEWKHCJXBMMUQA E VWEAACFYMTIEWQDWEFMDZDYTA
RLDJJEUVQB S A L G S S J W R X G I E R U R C X K Z N K N H Q X Q P L L
BLFHQKXDEREVRSSSDCNTYRUNEQGAIBJTXXPFVIVJ
O E E M R I I D D M X R I I X C L F D X T O Q M P V R M L O K T S T C P Y N N D
TRFQGMVCELZFRDOAOAOBCIYWTECOHNBXOLOOBBJMB
KRFLKYOREYQHAYTNNCTLEGYONCMNSIHMFRHOIGB
Y O X X K H I S L H C O P U A N A Y A K A C H B N E P W I H M H E M B M K L R K
DMFUWLIOIPPJLIYEIVOGHLUORODXKAVSOQEEEEKX
TNQIEGWZMOCIBNPKTXNAINDTMVRPNSIPEMLNAVKO
AOFDYL C Q V G P W U M I T L E R A D C H F Y B O G F R N N U O G N V J P R
YSUDSQLRSPGGGOJOPKLMYPTRCUVARAWLRRIDWSGEG
BAURIJKIEBETUCOIIDJBEEEDDWNLHAIPRSUFLPNJP
GJIGRHAMENFSSACEOJSSTRWDDPAHMHAEEMWEOTMSR
UYNWARWNTVDIOOWRONXERIEKRZSGYILOTOVANIVR
SAMNHZUIDNEROISHABRELWNIAEEGNHNKNPBXRKUE
QQCJAITBDRCVLNNZSNZSNIBKSRGIDTXAPRKAHEYQ
AOWKZVTHBHESAVNTBZOBMBIRGSEEUVRATHCSDDMM
YCYCNEJSREOWHDEODNFQZRG L I M U L U D B A F A M S T O L G
YMHFAAJIFNTGRVMO SAWTEGNDTAGHDRNTZYATRNSH
AEAUEERSFOYUTEUGLANIZKWMRNYNANFEYFVUOZNXKX
NDRGDPDZBOMFYTEOATOTWOIOZHIKOODCMBQSA XK
HWAQO I A R E R I A N W A G Y V M I Y C R E S G C S I N D L U S K V J R I F
JBTWGZWKANEZRBI LEPIIEYANNRTZEEELARUVTUXL
NHEGRMYOCHWNBTCLTRHHEZGEZE E W H K T R E F B O Z E O K
CRGLCMKHKICIDVYCSCJFMHAPRFIHIIGAHHDPAGHA
SUSUESAHLCTNRADKAOQZHUNUWHGMFE O I U D S C K E N M
UCZROTSLIGUJAGZ HABNGLOKV O B U X N F N P L S F P O R V E
HTENJEYINHTBNLCACDCTNRSWJJKTLVEAIRKBEHFG
MJEORWKIAIRKQTBQHH E V E S N U F C O K D N N J I Y J A W Y J R
MHFYAQKEIHDHICITAAOLF R S I I M N F D D V X I O C G S T C S
ARVTSENKKKCHVDIJTD R X H Q Z D Z J J V E V Y Z H R K R Y H U D
RHSBKNSJCITAHXERSOZIOEPCISDRITXNQKXAORHQ
MORIZTKLCRMNUROBVACGSGSCSPETPSHWASTEVEHALL
NTMWCTRZARMCMHELTCKSQICALDWDZRRFFKMNQXDVB

Find these hidden names in the above puzzle:

BOB BERRY
RICK BUCKO
ARTHIT CHACHIYO
BRIAN DUMONT
JEREMY GAGNE
STEVE HALL
MARTY KADEL
MIKE KING
TODD LANDER
MIKE LORRAIN
ERIC MARION
JOME MURPHY
JOHN POMFRET
ANDREW RUEGER
ROB SARGENT
SCOTT VALCOURT
BUD WILSON
DEAN ZAHARIS

SCOTT BLANCHARD
KAREN BUNDY
MIKE COOK
STEVE FINCH
GLEN GISEL
JEFF HERSOM
MIKE KEOUGH
BRIAN KIETAUSKAS
MARC LATULIPPE
ROD MAILHOT
GREG MILNE
DANNY NUGENT
SHAWN POMROY
BRUCE RUEGER
CHRIS SWIFT
DAVE VEILLEUX
CHARLIE WILSON
ERIKA ZAHARIS

DAREN BLOMERTH
DAVE CAREY
LEONARD DAIGNEAULT
BRIAN FOSTER
JUDY GISEL
SHELDON HUSIERE
JEREMY KEOUGH
KATHY KIETAUSKAS
MIKE LAVASSEUR
TOM MANGAN
JASON MORRELL
TOM PEACO
CHRIS POWERS
DONNA RUEGER
WILLY WATSON
BETTY WILSON
BRENDA ZAHARIS
WENDY ZAHARIS

Alcohol and Drugs:

The possession of or use of intoxicating beverages in any form, or and controlled substance including marijuana on camp property, will result in immediate dismissal from Camp Hinds. 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, tents, and any place Scouts are present are off limits! We strongly request that you do not smoke in your cabin. Aid us in setting the example and maintaining fire safety.

Not allowed in camp:

Televisions, fireworks, and pornographic materials 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 Administration and each staff member will be made aware of his day off. All staff members are expected to leave camp during his day off unless other arrangements have been made in advance with the Camp Administration.

The usual day-off for staff NOT involved in the Fun Pack Weekend will be:

10:00 AM Saturday to 11:15 AM Sunday

C.I.T.'s and others involved in the Fun Pack Weekend will have a day-off during the week. Several options are available:

After campfire Sunday to 7:15 AM Tuesday

8:40 PM Monday to 7:15 AM Wednesday

8:40 PM Tuesday to 7:15 AM Thursday

8:40 PM Wednesday to 7:15 AM Friday

12:15 PM Monday to 2:00 PM Tuesday

12:15 PM Tuesday to 2:00 PM Wednesday

12:15 PM Wednesday to 2:00 PM Thursday

12:15 PM Thursday to 1:00 PM Friday

5:15 PM Monday to 5:15 PM Tuesday

5:15 PM Tuesday to 5:15 PM Wednesday

5:15 PM Wednesday to 5:15 PM Thursday

5:15 PM Thursday to 5:15 PM Friday

Nights out will be made at the discretion of the Camp Administration as described below.

ALL staff members are required to sign-out at the Staff Lounge whenever they leave Camp Hinds and sign-in when they return.

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

Nights Out:

Camp Hinds' nights-out policy for minor staff members states that all minors (under 21) must be signed back into camp by 11 PM. Only licenced 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, OOB, 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), the Program Director, and the Camp Director.

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

Normally nights-outs will start after 8:40 PM. You are expected to be in uniform and in your program area until 8:30 PM.

Each staff member will be allowed one early night out per summer. This is intended for a special department night-out for each area. This early night-out must be approved at least one week in advance. The early night out is to start after retreat (or after 5:15 on Thursday). You are expected to be in uniform and in your assigned area until 5:00 PM and at retreat.

All nights out must be requested in writing on a form provided by the Camp Administration and ALL staff members must sign-out and sign-in at the staff lounge.

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 Administration has the final authority regarding lights out and/or silence in the staff lounge, and staff cabins.

Uniforming:

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. Shoes and Scout socks must be worn at all times except at the waterfront.
- 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.

CLASS "A" UNIFORM

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 mis-place your staff neckerchief or hat, you will be expected to replace them in time for retreat and supper.

CLASS "A-minus" UNIFORM

In the case of extreme heat, the Camp Administration may declare the use of the Class "A-minus" uniform. This is the Class "A" uniform without the neckerchief.

CLASS "B" UNIFORM

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.

Staff hat is optional. However, if you wear a hat, it must be your staff hat.

WATERFRONT UNIFORM

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.

KITCHEN UNIFORM

The kitchen crew will wear clean and neat work clothes.

When to wear your uniform

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.

If you happen to be in camp on your day-off, you are expected to be in uniform.

The camp policy is - if you are in camp, you are in uniform.

Only the Camp Director will make exceptions to these policies.

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 18 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 CHARGE 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.

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

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 or leaders to your cabin. Your Staff cabin is not the place to socialize with members of the opposite sex - that's what the staff lounge is for.

You will be responsible for maintaining CLEAN and NEAT quarters as well as the surrounding area (including under the cabin).

Cabin assignments are made by the Camp Administration on the first day of camp. These assignments are generally for the entire summer. If personality conflicts occur, and you feel a cabin change is required, it must be arranged through the Camp Administration. You are expected to sleep in your own cabin. On occasion, you may wish to sleep in someone else's cabin (perhaps all your cabin mates are on an overnight and you'd prefer not to stay alone), this generally is not a problem as long as the Camp Administration knows where to reach you in case of an emergency. DO NOT change cabins without permission.

The Camp Administration reserves the right to change cabin assignments as your job requires. For example, if you are assigned as a Den Leader or assigned to Provisional, you will be expected to move to that campsite for the duration of that assignment.

Open flames, candles, or liquid fuel lanterns will not be permitted in the staff cabins. We strongly request that you do not smoke in your cabin. 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.

Staff Lounge

A staff lounge is provided at Pine Tree Cabin for your use during your time off. It will be closed directly after breakfast for cleaning. Generally speaking it is available for use during siesta and after 8:30 PM. Staff members under the age of 18, need to leave the staff lounge by 10:25 PM so they can be in their own cabin by 10:30 PM. Unless you have been given special permission by your area director, you should not be using the staff lounge during program time. Coke from the machine should be consumed in Pine Tree or at your cabin. Please do not drink canned soda in front of the campers. All empties should be returned to the receptacle in Pine Tree.

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 who have been given specific permission.

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, 2:15-4:55, 6:45-8:30). 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.

STAFF MEETINGS

All staff are expected to be at all staff meetings. They are held at the following times:

Daily (Except Thursday) at 5:35 PM in front of
Pine Tree Cabin in Class "A" uniform.

Sunday at 11:29 AM in the Dining Hall in Class "A"
uniform.

Friday night after the campfire in the Rec Hall.

Saturday morning directly after breakfast in front
of Pine Tree Cabin in Class "A" uniform.

Staff Good Turns

There are certain jobs that nobody wants to do, these include cleaning the staff bathrooms and the staff lounge. Each area will be assigned its turn to clean these facilities. These should be done directly after breakfast. Area Directors are responsible to assign individual staffmembers to do these jobs and to provide supervision as needed. Area Directors will also run staff swims as their Good Turns. Certain staff privileges (such as staff swims, nights out, and use of the staff lounge) may be withheld if an individual or group neglects to do their good turn.

JOB DESCRIPTIONS

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.

ASSISTANT CAMP DIRECTOR

Reports directly to the Camp Director.

- A) Assumes duties of the Camp Director in the Camp Director's absence.
- B) Coordinates Fun Pack Weekends.
- C) Coordinates compilation & reporting of camp attendance statistics.
- d) Assists the Camp Director in the total business operation.

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) Supervises the C.I.T. program.
- L) All other duties as assigned.

THE COOK

Work with the Assistant Camp Director and Camp Director in matters pertaining to menus, supplies, and meal service.

- A) Direct the work of the Assistant Cook and Kitchen crew.
- B) Be responsible for the preparation and serving of meals following the camp menu as closely as possible in relation to economy and available supplies. Food should be served as attractively as possible and ON TIME according to the daily program schedule.
- C) Feel a personal responsibility for the cleanliness and appearance of the kitchen and dining area and grounds around them.
- D) Be responsible for the care and use of the kitchen equipment, request repairs and replacements from the Camp Director.
- E) Work with Assistant Cook and Steward as to proper allocations of food for troop cookouts.
- F) Use requisition form for foods needed by instructors for Scoutcraft Merit Badges and cooking demonstrations.
- G) Oversee proper Dining Hall service with the Camp Steward.

ASSISTANT COOK:

Be responsible to the Cook and Camp Director for the following items:

- A) Assist in the preparation and serving of all meals.
- B) Supervise washing of all cooking utensils after each meal and return to proper places.
- C) Keep work sinks, stoves, ovens and all work surfaces clean and orderly. Clean all equipment, such as mixers, slicers, etc., after each use.
- D) See that all leftover foods, including bread, are stored. Perishables must be kept under refrigeration.
- E) Work with Steward on food distribution for troop cookouts and Scoutcraft merit badges and demonstrations.

STEWARD

Responsible to the Cook and Camp Director.

- A) Responsible for the cleanliness, order, appearance, and routine of the Dining Hall (Cleanliness of windows, floors, tables, benches).
- B) Working with the Assistant Cook is responsible for packaging and distribution of food for troop cookouts and Scoutcraft merit badges and cooking demonstrations.
- C) Direct the work of the waiters at each meal.
- D) Have the waiters wash tables and sweep the Dining Hall following each meal.
- E) See that the Dining Hall floor is scrubbed and mopped when necessary - at least once a week.
- F) Be responsible for Dining Hall routine, grace, discipline, orderly entry, table arrangement and hand check.
- G) Regularly police outside of the Dining Hall to keep neat and clean.
- H) Dispose of all Dining Hall garbage after each meal. This is of prime importance to the health of all the camp.
- I) Set up guest tables and the family table and assign waiters.
- J) Rearrange and move tables for evening activities as needed.
- K) Be responsible for keeping temperature charts on freezers, refrigerators, and dishwashers.

KITCHEN CREW

- A) Take all directions from the Cook and Steward.
- B) Maintain all dish and silver cabinets in a clean and neat manner.
- C) Operate the dish washing machine to complete the proper washing of dishes following each meal (Keep temperature chart for each meal).
- D) Maintain proper water temperature when washing and rinsing dishes and eating utensils.
- E) Insure that all cooking pots, silverware, kitchen utensils are properly cleaned, dried, and stored after each meal.
- F) Be responsible for cleaning of the kitchen floors, windows, counters, dish washing machine, sinks, and cabinets.
- G) Work with the Steward in maintaining clean garbage and rubbish areas.
- H) Assist in maintaining cleanliness and orderliness in the kitchen and dining areas.
- I) Sweep and mop floors after each meal.
- J) Insure that silverware and cutting machine is covered after and during meals.
- K) Keep the Kitchen Crew bathroom clean and neat.
- L) Discharge all other duties as assigned.
- M) Maintain neat and clean quarters at all times.
- N) Participate in campwide activities when requested if and when all other duties and assignments have been completed properly.

TRADING POST MANAGER AND ASSISTANTS

Reports directly to the Assistant Camp Director and 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 Administration.

ASSISTANT RANGER

Be responsible to the Camp Director under the direct supervision of the Camp Ranger.

- A) Assist as requested in all repair work and maintenance.
- B) Distribute latrine cleaner & toilet paper to units as needed after breakfast.
- C) Distribute charcoal after breakfast on cookout day.
- D) Assist in the orderly check-out of tools and equipment.

CAMP NURSE:

Reports directly to the Assistant Camp Director and 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 upmost 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. Provide a written schedule of duties to your C.I.T.
- O) Check daily that the assigned staff has performed their good turn at the health lodge.
- P) Perform other duties as assigned by the camp administration.

PROVISIONAL SCOUTMASTER AND ASSISTANTS:

Reports directly to the Program Director and the Camp Director.

- A) Establish an organized Scout Troop with appropriate boy leadership.
- B) Prepared with the boy leadership the troop's weekly program. Help each Scout outline a proper program of personal advancement. Instill an esprit 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. This includes instruction in the skills needed for Skill Awards.
- D) Visit program areas on a regular basis to ensure that Scouts are attending their scheduled advancement sessions.
- E) Accompany their Scouts to all scheduled troop activities.
- F) Provide at least one special activity each week that is not normally part of a regular troop summer camp program.
- G) Assist in providing training and supervision to any C.I.T.'s in your area. Provide a written schedule of duties to your C.I.T.
- H) Perform other duties as assigned by the Camp Administration.

CAMP COMMISSIONERS:

Reports directly to the Program Director and 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.)
 - Conduct daily troopsite inspections
 - Assist in campwide program as assigned
 - Assist in providing training and supervision to C.I.T.'s in your area. Provide a written schedule of duties to your C.I.T.
- C) Supervise and coordinate all camp service projects.
- D) Check daily that the assigned staff have performed their good turns at the Staff Shower and Staff Lounge.
- E) 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 desires.
- G) Have an excellent knowledge of the requirements for badges of rank and all the merit badges you are responsible for.
- H) Counsel 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.

RIFLE RANGE DIRECTOR:

Reports directly to the Program Director and Camp Director.

- A) Develops and directs appropriate Rifle & Shotgun Range programs that will meet the needs of all merit badges offered at the ranges.
- B) Allow time for instruction and recreational shooting for individual Scouts, patrols, and troops.
- C) Supervise the distribution and use of all equipment in your care 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. Provide a written schedule of duties to your C.I.T.
- 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. Provide a written schedule of duties to your C.I.T.
- 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. Provide a written schedule of duties to your C.I.T.
- 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. Provide a written schedule of duties to your C.I.T.
- 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. Provide a written schedule of duties to your C.I.T.
- 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) 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. Provide a written schedule of duties to your C.I.T.
- H) Perform other duties as assigned by the Camp Administration.

COUNSELORS-IN-TRAINING

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 program 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 OF ALL STAFF:

All staff members are expected to participate in the following unless excused personally by the Program Director or Camp Director:

Lifeguard duty for general swims
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
Serving 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.
3. Keep accurate attendance and progress records.
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 campwide 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.

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. All references below to staff members will include all currently employed staff members and Counselors in Training.
2. Nominations may only be made by current staff members and they may only nominate current staff members.
3. This award is for actions that occur in camp (or on an approved night out) between the first day of staff week and the end-of-the-season staff banquet.
4. Nominations shall be from events occurring anytime after the last awarding of the Alfred and before the current presentation.
5. The nominator must have been an eye witness to the incident (or be able to provide physical evidence) and may present his/her nomination in person or in writing. All nominations must be in keeping with the Scout Oath and Law. Especially with that point of the Scout Law that reminds us that a Scout is Trustworthy.
6. Nomination speeches shall not exceed 1 minute in duration.
7. Individuals may not be nominated for breaking camp rules. (For example: Being caught leaving camp without permission is not a valid nomination).
8. General principle nominations will not be allowed.
9. Staff members who were framed or set-up shall not be nominated.
10. Medical problems are not cause 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.)
11. Individuals who are nominated will be allowed a 1 minute rebuttle, if they can substantiate that they are innocent. The final decision as to whether to allow the nomination to stand will be made by the Program Director or his representative.
12. 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.
13. The "Alfred" shall be hung on the outside of the cabin of the current recipient in a highly visible place.
14. 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.
6. Turning on the water to fill the terrarium and forgetting to turn it off.

CAMP WILLIAM HINDS - 1989 - LIFEGUARD DUTY SCHEDULE

WATERFRONT

| | Monday 11:30 | Tuesday 11:30 | Wednesday 11:30 | Thursday 11:30 | Friday 11:30 | Tuesday 4:00 | Wednesday 4:00 |
|--------------------------|---|---|---|---|--|---|--|
| 1-50 Scouts | Rick Bucko Jeremy Gagne Shawn Pomroy Daren Blomert Marc Latulippe | Brian Foster Willy Watson Jeremy Keough Greg Milne Leonard Daigne | Jason Morrill Brian Kietausk Jeff Hersom Bruce Rueger Chris Swift | Chris Powers Jome Murphy Todd Lander Brian Dumont Scott Blanchard | Rick Bucko Steve Hall Mike Lorrain Mike Cook Rob Sargent | Brian Foster Sheldon Hussie Dave Carey Dave Veilleux | Jason Morrill Mike LeVasseur Rod Mailhot Arthit Chachig |
| 51-100 Scouts | Chris Powers Steve Hall Todd Landers Mike LeVasseur | Rick Bucko Jome Murphy Mike Lorrain Rod Mailhot | Brian Foster Shawn Pomroy Daren Blomert Dave Carey | Jason Morrill Jeremy Gagne Jeremy Keough Rob Sargent | Chris Powers Brian Kietausk Willy Watson Sheldon Hussie | Rick Bucko Charlie Wilson | Brian Foster Charlie Wilson |
| 101-150 Scouts | Jason Morrill Brien Kietausk Jeremy Keough | Chris Powers Steve Hall Daren Blomert | Rick Bucko Jeremy Gagne Arthit Chachig | Brian Foster Brian Kietausk Willy Watson Mike Lorrain | Jason Morrill Jome Murphy Shawn Pomroy Chris Swift | Chris Powers | Rick Bucko |
| 151-200 Scouts | Jome Murphy Willy Watson Bruce Rueger | Mike LeVassear Chris Swift Brian Dumont | Steve Hall Todd Lander Mike Cook | Shawn Pomroy Daren Blomert Leonard Daigne | Jeremy Gagne Jeremy Keough Scott Blanchard | | |
| BOATING - CHIPMUNK POINT | | | | | | | |
| 11:30 OF 4:00 | Brian Foster Mike Lorrain | Jason Morrill Todd Lander | Chris Powers Mike LeVasseur | Rick Bucko Jeff Hersom | Brian Foster Dave Carey | Jason Morrill Rob Sargent | Chris Powers Sheldon Hussie |
| 6:50 | Jason Morrill Sheldon Hussie | Chris Powers Rob Sargent | xxxxxxxxxxxxxxxx | Brian Foster Dave Veilleux | Rick Bucko Chris Swift | | |

Steve will be announcing how many people he needs each week. If you have a conflict, YOU are responsible for finding a replacement.

STAFF GOOD TURNS

Staff Good Turns are done each day directly after breakfast.
They should take no longer than 15 minutes. They are:

STAFF SHOWERS:

- Pick up trash
- Clean floor
- Empty trash can

KITCHEN BATHROOM / SHOWER HOUSE BATHROOM / HEALTH LODGE BATHROOM:

- Pick up trash
- Clean toilet & 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 cans

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|---------------------------------|--|---------------------------------------|--|--|-------------------------------------|
| STAFF SHOWER | Jome Murphy Willy Watson | Rob Sargent Steve Hall | Jeremy Gagne Brian Kietauskas | Jeff Hersom Scott Blanchard | Bob Berry Scott Valcourt |
| KITCHEN BATHROOM | Mike Keough Tom Mangan | Eric Marion John Pomfret | Mike Keough Tom Mangan | Eric Marion John Pomfret | Rick Bucko Jason Morrill |
| SHOWER HOUSE BATHROOM | Jeremy Gagne Sheldon Hussiere | Todd Lander Mike Lorrain | Brian Foster Jeremy Keough | Chris Powers Daren Blomerth | Rob Sargent Steve Hall |
| HEALTH LODGE BATHROOM (OUTSIDE) | Mike LeVasseur Brian Kietauskas | Chris Powers Daren Blomerth | Shawn Pomroy Chris Swift | Todd Landers Mike Lorrain | Jome Murphy Willy Watson |
| STAFF LOUNGE | Shawn Pomroy Chris Swift | Mike Cook Leonard Daigneault | Rick Bucko Jason Morrill | Brenda Zaharis Marc Latulippe | Brian Foster Jeremy Keough |
| INSIDE H.L. BATHROOM | Betty Wilson | Brenda Zaharis | Erika Zaharis | Betty Wilson | Erika Zaharis |

STAFF SWIM SUPERVISION

| | | | | | |
|--------------------|--|--|------------------------------------|---|---------------------------------------|
| SIESTA STAFF SWIM | Charlie Wilson Marc Latulippe | Bruce Rueger Jeff Hersom | Greg Milne Mike LeVasseur | Dave Veilleaux Arthit Chachiyo | |
| 5:00 PM STAFF SWIM | Tom Peaco Mike Cook | Dean Zaharis Sheldon Hussiere | Brian Dumont Rod Mailhot | Steve Finch Leonard Daigneault | Danny Nugent Scott Blanchard |

EMERGENCY PROCEDURES FOR UNITS

HAVE ROSTER
AT COUNCIL RING ?

KITCHEN CREW
TO OTHER SIDE
OF RIVER

FIRE -- If you discover a fire, send TWO runners immediately to the 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.

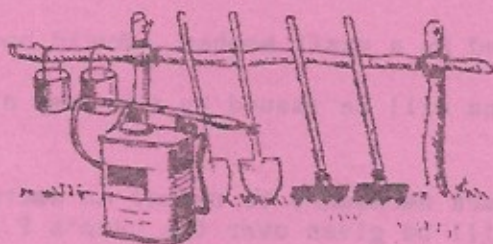
LIGHTNING OR SEVERE STORM -- Waterfront will be cleared immediately. All watercraft return to shore. Scouts report to their campsite unless otherwise instructed by a staff member. Avoid open fields. Any needed further instructions will be issued by the camp office.

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 OUR 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 untended.
Clear the ground for six feet around the fireplace.
Always keep water nearby when you have a fire.
Keep two #10 cans full of water in front of every tent or shelter, and see that they are used only for fire protection.
7. **REMEMBER: A GOOD CAMPER LEAVES HIS CAMPSITE BETTER THAN HE FOUND IT.**





CAMP WILLIAM HINDS - 1989 - DAILY PROGRAM DESCRIPTION

Enclosed in this booklet is the 1989 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 or evening 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 - NT RF 9:30-10:20 and Wed 2:15-3:55
Merit Badge Session 3 - MT RF 10:30-11:20 and Wed 6:50-8:30

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 and Wednesday, and from 6:50 to 8:30 on Wednesday.



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 9 troop rotation periods will provide this opportunity. Because of suggestions made by Scoutmasters on last year's Camp Evaluation forms, we have added three additional Rotation periods to reduce the number of Scouts at the ranges. Three activities will be held Monday afternoon, three will be held on Wednesday morning, and the last three will be held Thursday afternoon. Each troop or patrol will have the opportunity to spend one period in each of the eight program areas (Rifle range, Craftshop, Swimming, boating, Nature, Scoutcraft, Team Sports and Archery Range). During each of these periods, 1 or 2 troops will be at each of the eight 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 swimming period, one troop may want to have a troop swim, another may want to play water polo, or another may want to go review lifesaving techniques. The same thing will happen in the other program areas. Some troops with full-sized patrols (7-10 Scouts) may desire to schedule different activities for each patrol in some program areas. During the ninth rotation period, the troop may select free time, a troop run activity, or an additional activity in either Scoutcraft or Nature. Adult leaders are expected to accompany their Scouts at all scheduled troop activities.

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 4:50 activity period.

This year we will be asking Scoutmasters and other adults to volunteer as lifeguards during general swims. As usual, leaders are welcome at staff swims.

AFTERNOON TROOP ACTIVITY SLOT: (4:00-4:50)

During the late afternoon period on Tuesday and Wednesday, 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, and Craftshop. 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.

EVENING ACTIVITIES: (6:50-8:30)

SPECIAL ACTIVITIES are scheduled for certain groups such as Fishing Merit Badge, Art 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, volley ball, 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 at least one camp wide event during the week on Friday afternoon. The specific activities and events held during this time will be determined by the SPL's. Each week the Friday camp wide event will be based on a theme. Additional campwide events may be planned on Tuesday or Thursday evenings by the SPL's.

SCOUTCRAFT AREA:

Note that this year ALL Scoutcraft activities will take place in the Scoutcraft area along the Ridgway Road.

CAMP WILLIAM HINDS - 1989 - DAILY ACTIVITY SCHEDULE

7:00 - REVEILLE
7:15 - WAITER'S CALL
7:30 - BREAKFAST

COOK OUT BREAKFAST

| | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|-------------|--------------------------------|---------------|-----------------------------------|---------------|------------------------------|
| 8:30-9:20 | MERIT BADGE 1 | MERIT BADGE 1 | TROOP ROTATION 4 RIFLE RANGE | MERIT BADGE 1 | MERIT BADGE 1 8:30-9:20 |
| 9:30-10:20 | MERIT BADGE 2 | MERIT BADGE 2 | TROOP ROTATION 5 ARCHERY RANGE | MERIT BADGE 2 | MERIT BADGE 2 9:30-10:20 |
| 10:30-11:20 | MERIT BADGE 3 | MERIT BADGE 3 | TROOP ROTATION 6 TEAM SPORTS | MERIT BADGE 3 | MERIT BADGE 3 10:30-11:20 |
| 11:30-12:15 | GENERAL SWIM & OPEN BOATING | | | | |
| 12:00-12:15 | Senior Patrol Leader's Meeting | | | | |
| 12:15-12:30 | WAITER'S CALL | | | | |
| 12:30-1:00 | LUNCH | | | | |
| 1:00 | Siesta (STAFF & LEADER SWIM) | | | | |

COOK OUT LUNCH

| | | | | | |
|-----------|--------------------------------|----------------------------------|----------------------------------|------------------------------------|---|
| 2:15-3:00 | TROOP ROTATION 1 NATURE | MERIT BADGE 1 PROJECT SESSION | MERIT BADGE 2 PROJECT SESSION | TROOP ROTATION 7 BOATING | TROOP TIME TO PREPARE FOR CAMPWIDE EVENT 2:15- |
| 3:10-3:55 | TROOP ROTATION 2 SWIMMING | | | TROOP ROTATION 8 CRAFTSHOP | 3:55 |
| 4:00-4:50 | TROOP ROTATION 3 SCOUTCRAFT | TROOP ACTIVITY OPEN AREAS | TROOP ACTIVITY OPEN AREAS | TROOP ROTATION 9 TROOP ACTIVITY | 4:00-4:50 |

OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT

5:00 - STAFF & LEADER SWIM

5:45 - RETREAT

6:00 - DINNER

VESPERS SERVICE

COOK OUT DINNER

| | | | | | |
|-----------|---|---|----------------------------------|---|---|
| 6:50-8:30 | OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FISHING MB | OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES | MERIT BADGE 3 PROJECT SESSION | OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES | SPECIAL EVENTS TROOP ACTIVITIES 8:50-8:30 |
|-----------|---|---|----------------------------------|---|---|







OPEN AREAS = OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT
TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATERMELON TUSSELE, WATER POLO, ETC.

9:00 - CALL TO QUARTERS

9:30 - TAPS

CAMP FIRE

CAMP WILLIAM HINDS - 1989 - MERIT BADGE SCHEDULE

| AQUATICS | CRAFTSHOP | NATURE-CONSERVATION | SCOUTCRAFT | SHOOTING SPORTS | HEALTH LODGE |
|---|---|---|---|--|---|
| 8:30-9:20 PLUS Tuesday 2:15-3:55 | Canoeing MB Lifesaving MB Motorboating MB Rowing MB Snorkeling BSA Swimming MB | *Environmental Science 8:30-10:20 Forestry MB Mammal Study MB Soil & Water Conservation MB *Double Period | Camping MB Cooking MB Pioneering MB Wilderness Survival MB | *Archery 8:30-10:20 *Rifle Shooting 8:30-10:20 *Double Period |  |
| 9:30-10:20 PLUS Wednesday 2:15-3:55 | Canoeing MB Lifesaving MB Motorboating MB Rowing MB Small-Boat Sailing Swimming MB | *Environmental Science 8:30-10:20 *Environmental Science 9:30-11:20 Mammal Study MB *Double Period | Camping MB Cooking MB Pioneering MB Wilderness Survival MB | *Archery 8:30-10:20 *Archery 9:30-11:20 *Rifle Shooting 8:30-10:20 *Double Period | First Aid MB |
| 10:30-11:20 PLUS Wednesday 6:50-8:30 | Canoeing MB Novice & Beginners Instructions Small-Boat Sailing Swimming MB Water Skiing MB | *Environmental Science 9:30-11:20 Fish & Wildlife Management MB Forestry MB Mammal Study MB *Double Period | Camping MB Cooking MB Orienteering MB Pioneering MB | *Archery 9:30-11:20 Shotgun Shooting Merit Badge *Double Period | First Aid MB  |
| 6:50 PM | Art MB 6:50-8:30 PM Tues & Thurs | Fishing MB -Monday 7:00-9:45 PM | | | Red Cross CPR Tues 1:15-2:15 and 7:15-9:15 |
| BY APPOINTMENT | | | | | |
| ADULTS: Safe Swim & Safety Afloat Tues 9:30 AM | Indian Lore MB  | Astronomy MB Bird Study MB Botany MB Geology MB Insect Study MB Nature MB Oceanography MB Reptile Study MB Weather MB | Bugling MB  | Personal Fitness Athletics MB  |  |

See page 25 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)

Art: Recommended for all Scout Campers. A limited variety of supplies will be available for requirement #6, you may want to bring your own.

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.
Shoes that can get wet for swamping.

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

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

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

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

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



Mammal Study: 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.



Shotgun Shooting: Must be 13 years old or already have Rifle Shooting Merit Badge. Projected cost: \$3.00

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 button-up shirt and long pants and shoes that can get wet.

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: Should have Camping Skill Award. Bring supplies for requirement #5.

Wood Carving: Recommended for all Scout Campers. Purchase of some materials required. Scouts need a jack-knife. Projected cost: \$ 1.00

CAMP WILLIAM HINDS - 1989 - DAILY SCHEDULE

TIME

ACTIVITY

SUNDAY:

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



MONDAY-FRIDAY

| | |
|-------------|---|
| 7:00 | Reveille |
| 7:15 | Waiter's Call |
| 7:30 | Breakfast (Cookout Friday) |
| 8:00 | Troop site improvement/Campsite inspection by SPL Sick Call |
| 8:30- 9:20 | First Activity Period |
| 9:30-10:20 | Second Activity Period |
| 10:30-11:20 | Third Activity Period |
| 11:30-12:15 | General Swim - Open Boating |
| 12:00 | S.P.L. Meeting |
| 12:15 | Waiter's Call |
| 12:30 | Lunch (Cookout Thursday) |
| 1:00 | Campwide Good Turn Siesta and troop quiet time in site (Staff & Leader Swim) |
| 2:15- 3:55 | Fourth Activity Period (2 activities on Mon & Thurs) |
| 4:00- 4:50 | Fifth Activity Period |
| 5:00 | (Staff & Leader Swim) |
| 5:45 | Formal Retreat (except Thursday) |
| 6:00 | Dinner (Cookout Thursday, Family Chicken B-B-Q Friday) |
| 6:50- 8:30 | Evening Activity Period |
| 9:00 | Call to Quarters |
| 9:25 | Tattoo |
| 9:30 | Taps |



SATURDAY

| | |
|------|---|
| 7:00 | Reveille |
| 7:15 | Waiter's Call |
| 7:30 | Breakfast |
| 8:00 | 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. |



OTHER AWARDS AND ACTIVITIES AVAILABLE:

BSA Lifeguard --> Offered July 2-8 & August 6-12. See page 4 & 5.

Snorkeling, BSA --> Pre-register by mail or sign-up Sunday required.
See page 26.



Mile Swim --> Pre-register by mail or sign-up Sunday required.
For adults too. Meets at 7:00 PM Monday thru Thursday.

Novice 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 Wednesday 6:50-8:30). Pre-register by mail or 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. (Heart Saver) --> Pre-register by mail or sign-up Sunday evening. This is a three-hour Red Cross Certified Heart Saver 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 or leaders 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 special exhibits and displays and Scouts and Scouters giving information on National Jamborees, the Camp Hinds Alumni Association, the Order of the Arrow, and much more.



POLAR BEAR SWIMS:

Troops 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.

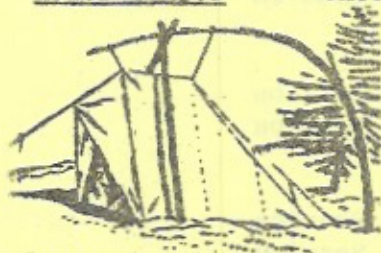
Firem'n Chit --> Fire safety, through Scoutcraft.

World Conservation --> Through Nature Director.

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

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

Each troop should vote for the Scout they feel best lived up to the Scout Oath and Law during his stay at camp. This is not an award for earning the most merit badges or getting the most bull's eyes, but an award for the best Scout spirit. The name of the honor camper must be turned into the Program Director by noon Friday



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.



PROGRAMS FOR OLDER SCOUTS

ACTIVITIES DURING REGULAR TROOP CAMPING

MERIT BADGES:

Three merit badges, (Shotgun Shooting, 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:

| Week | Dates | Merit Badge | Counselor | Troop | Time |
|------|--------------|--------------------------|--|-------|--------------------|
| 1 | July 2-8 | XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX | | Session |
| 2 | July 9-15 | XXXXXXXXXX XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX | | Session Session |
| 3 | July 16-22 | XXXXXXXXXX XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX | | Session Session |
| 4 | July 23-29 | XXXXXXXXXX XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX | | Session Session |
| 5 | Jul 30-Aug 5 | XXXXXXXXXX XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX | | Session Session |
| 6 | Aug 6-12 | XXXXXXXXXX XXXXXXXXXX | XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX | | Session Session |

Notes for Speciality Merit Badges:

Session 1 is MT RF 8:30-9:20 plus Tuesday 2:15-3:55

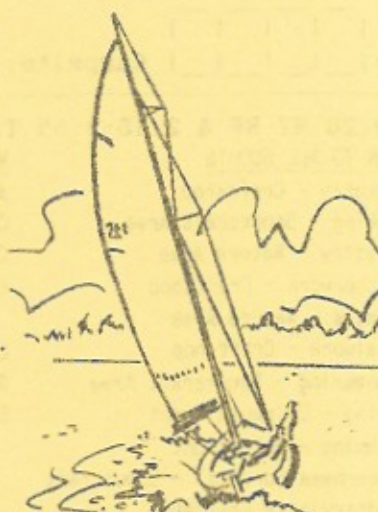
Session 2 is MT RF 9:30-10:20 plus Wednesday 2:15-3:55

Session 3 is MT RF 10:20-11:20 plus Wednesday 6:50-8:30

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)

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.



SPECIALTY WEEKS FOR OLDER SCOUTS

CYCLING TREK:

This program will take place during the week of July 2-8 and is open to Scouts who will be at least 12 years of age by June 1st. Imagine a bicycle trip lasting four days, and covering 200 miles through some of the area's most beautiful side roads. See page 4 for more details.

B.S.A. LIFEGUARD WEEK:

Because of the intensity of the program, Camp Hinds is offering a special session for Scouts interested in this award during the week of July 2-8. Other than this week and Aquatics week, B.S.A. Lifeguard will not be a regular program feature at camp this summer. 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 who will be 12 years old or older by June 1st and is held during the week of August 6-12. See page 5 for more details.

TRAIL TO EAGLE WEEK:

During the week of August 13-18, 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 13 years old as of June 1st. See page 5 for more details.

1989 MERIT BADGE REGISTRATION FORM

Name: _____

Troop: _____ Campsite: _____ WEEK: _____

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

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Basketry - Craftshop
Cooking - Scoutcraft Area
Forestry - Nature Area
Leatherwork - Craftshop
Mammals - Nature Area
Metalwork - Craftshop
Pioneering - Scoutcraft Area
Rowing - Chipmunk Point
Swimming - Waterfront
Wilderness Survival - Scoutcraft
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (8:30-10:20)
Camping - Scoutcraft Area
Canoeing - Chipmunk Point
Environmental Science (8:30-10:20)
- Nature Area
Lifesaving - Waterfront
Rifle Shooting (8:30-10:20)
Soil & Water Conservation - Nature Area

OLDER SCOUTS ONLY

Motorboating - Waterfront
Snorkeling BSA - Waterfront

Weeks:

1=July 2-8
2=July 9-15
3=July 16-22
4=July 23-29
5=July 30-
August 5
6=Aug 6-12

9:30-10:20 MT RF & 2:15-3:55 Wed

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Basketry - Craftshop
Cooking - Scoutcraft Area
First Aid - Rec Hall
Leatherwork - Craftshop
Mammals - Nature Area
Metalwork - Craftshop
Pioneering - Scoutcraft Area
Rowing - Chipmunk Point
Swimming - Waterfront
Wilderness Survival
- Scoutcraft Area
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (8:30-10:20)
Archery (9:30-11:20)
Camping - Scoutcraft Area
Canoeing - Chipmunk Point
Environmental Science (8:30-10:20)
- Nature Area
Environmental Science (9:30-11:20)
- Nature Area
Lifesaving - Waterfront
Rifle Shooting (8:30-10:20)
Small-boat Sailing - Waterfront

OLDER SCOUTS ONLY

Motorboating - Waterfront

10:30-11:20 MT RF & 6:50-8:30 Wed

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Cooking - Scoutcraft Area
First Aid - Rec Hall
Forestry - Nature Area
Leatherwork - Craftshop
Mammals - Nature Area
Metalwork - Craftshop
Pioneering - Scoutcraft Area
Swimming Instructions - Waterfront
Swimming MB - Waterfront
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (9:30-11:20)
Camping - Scoutcraft Area
Canoeing - Chipmunk Point
Environmental Science (9:30-11:20)
- Nature Area
Fish & Wildlife - Nature Area
Orienteering - Scoutcraft Area
Rifle Shooting (9:30-11:20)
Small-boat Sailing - Chipmunk Point

OLDER SCOUTS ONLY

Shotgun Shooting
Water Skiing - Waterfront

6:50 PM

Fishing MB - Dining Hall - Monday 7:00-9:45
Red Cross CPR - Rec Hall - Tuesday 1:15-2:15 & 7:15-9:15
Art Merit Badge - Craftshop - Tues & Thurs 6:50-8:30
Mile Swim - Waterfront - Mon thru Thurs 7:00

This is to certify that I personally counselled the above named Scout, and I certify that he understands and meets the pre-requisites as described on page 20 of the "Scoutmaster's Summer Camp Guide", and that he is qualified to work on the merit badges indicated above.

Scoutmaster: _____ Date: _____

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 with your Scoutmaster.

TROOP ROTATION PERIODS:

As described in the Camp Guide, your troop will have the opportunity to visit the 8 major program areas in camp during the nine 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. During the ninth period, you can plan a troop run activity, free time, or an additional activity at Nature or Scoutcraft.

| AREA | | SCOUTCRAFT IDEAS | |
|-------------------------|---------------------------|----------------------------------|------------------|
| AREA | ACTIVITY YOUR TROOP WANTS | Bread & Biscuits | Menu Planning |
| NATURE- CONSERVATION | | Camp Gadgets | Orienteering |
| | | Caveman Cooking | Pancake Flipping |
| | | Compass Course Game | Pioneering |
| SWIMMING | | Compass Hike | Projects |
| | | Dutch Oven Cooking | Rope Making |
| | | Firebuilding | Shelter Making |
| | | Flint & Steel | Signaling |
| SCOUTCRAFT | | Foil Cooking | Solar Cooking |
| | | Hobo Cooking | Splices |
| | | Knot Relay | Survival Tricks |
| RIFLE RANGE | Orientation and | Lashings | Tent Pitching |
| | Troop Shoot | Low impact camping | Trail First Aid |
| | | Map Reading | Wood Splitting |
| ARCHERY | Orientation and | Backpacking Preparation | |
| RANGE | Troop Shoot | Cooking with Charcoal | |
| | | Cooking with liquid Fuel&Propane | |
| TEAM SPORTS | | Knots, lashings, & Splices | |
| | | Map & Compass Treasure Hunt | |
| | | Measuring heights & distances | |
| BOATING | | | |
| | | | |
| | | | |
| CRAFTSHOP | | | |
| | | | |
| | | | |

CRAFTSHOP IDEAS

| | |
|---------------------|----------------------|
| Basketry Projects | Patrol & Troop |
| Craftstrip Projects | Plaques |
| Indian Crafts | Plaster Casting |
| Leather project | Silk Screen Printing |
| Metalwork Projects | Sign Making |
| Nature Crafts | Stencil Craft |
| Neckerchief Slides | Woodburning |
| Patrol Flags | Woodcarving |

AQUATICS IDEAS

| | |
|---------------------|--------------------|
| Basic Rescue Skills | Swimming SA Skills |
| Balloon Volleyball | Troop Boating |
| Instructional Swim | Troop Swim |
| Safe Swim | Water games |

NATURE IDEAS

| | |
|---|---------------|
| Aquatic Environment Study | |
| Bird Feeder Construction | |
| Conservation Projects | |
| Edible Plants | Leaf Prints |
| Forestry Projects | |
| Make Trail Signs | Nature Hike |
| Nature Trivia Game | Onion Hunt |
| Scavenger Hunt | Tracking Game |
| Solar clock & compasses | |
| Swamp Romp (no non-swimmers, requires old clothes/shoes that can get wet) | |
| Trail improvement Project | |
| Wildlife Habitat Improvement | |
| Weather Instrument Construction | |

TEAM SPORTS

| | |
|------------|----------|
| Basketball | Softball |
| Volleyball | Soccer |

SPL'S TROOP PLANNING SHEET CONTINUED

We have a camp wide event scheduled for 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. You may plan two one-hour activities or a single two-hour activity. Senior Patrol Leaders will also have the option of planning a camp wide event on either Tuesday evening or Thursday evening in place of open areas if they desire.

Hour long activities:

- 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.

TROOP ACTIVITY SCHEDULE

| | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|-------------|-------------|-------------|-------------|-------------|---|
| 8:30-9:20 | ADVANCEMENT | ADVANCEMENT | | ADVANCEMENT | ADVANCEMENT 8:30-9:20 |
| 9:30-10:20 | ADVANCEMENT | ADVANCEMENT | | ADVANCEMENT | ADVANCEMENT 9:30-10:20 |
| 10:30-11:20 | ADVANCEMENT | ADVANCEMENT | | ADVANCEMENT | ADVANCEMENT 10:30-11:20 |
| 2:15-3:00 | | | | | TROOP TIME TO PREPARE FOR CAMPWIDE EVENT 2:15-3:00 |
| 3:10-3:55 | ADVANCEMENT | ADVANCEMENT | ADVANCEMENT | | CAMPWIDE EVENT 3:10-3:55 |
| 4:00-4:50 | | | | | EVENT 4:00-4:50 |
| | VESPERS | VESPERS | | COOK-OUT | |
| 6:50-8:30 | | | ADVANCEMENT | | CAMPFIRE 6:50-8:30 |

NOTES: Troops should be prepared to schedule troop activities at the Scoutmaster's Planning Meeting on Sunday AT 12:30. Adult leaders are expected to accompany their Scouts at all scheduled Troop Activities.

PIONEERING M. B. - CAMP COPY

SCOUT _____ TROOP _____

PARTIAL CREDIT CERTIFICATE
This is to certify that the above named Scout has successfully completed the initial requirements.

Signature of counselor _____

CERTIFICATE OF COMPLETION
This is to certify that the above named Scout has met all of the requirements for this Merit Badge including time requirements.

Signature of counselor _____

CAMPSITE
Boden-Powell
Bailey
Brownsea
Byrd
Dan Beard
Macmillan
Maguire
Patrick
Pershing
Ridgway
Siple
Tenny
West
Wilderness

Requirements Completed _____

| ATTENDANCE | WEEK | TIME |
|------------|------|---------|
| Mon | 1 | 8:30 |
| Tue | 2 | 9:30 |
| Wed | 3 | 10:30 |
| Thu | 4 | By appt |
| Fri | 5 | |
| Sat | 6 | |
| Sun | 7 | |

Area Directors Only

☐ Staff
☐ CIT

PIONEERING MERIT BADGE RECORD SHEET - TROOP COPY

SCOUT _____ TROOP _____

PARTIAL CREDIT CERTIFICATE
(Good until November 30th)
This is to certify that the above named Scout has successfully completed the initial requirements below.

Date _____ Signature of counselor _____

COUNSELOR'S CERTIFICATE OF COMPLETION
This is to certify that the above named Scout personally consulted with the undersigned, serving as Counselor, and that after careful examination of the said Scout on the requirements for this Merit Badge, he satisfactorily met all of the requirements as set forth in the official 1985-87 "Boy Scout Requirements" booklet, including time requirements. (National Council, B.S.A. reserves the right to change requirements.)

Date _____ Signature of counselor _____

CAMPSITE
Boden-Powell
Bailey
Brownsea
Byrd
Dan Beard
Macmillan
Maguire
Patrick
Pershing
Ridgway
Siple
Tenny
West
Wilderness

Requirements Completed _____

- 1 Hand coil a length of rope.
- 2 Describe kinds of rope, care of rope, weakening effect of knots.
- 3 Tie 10 knots and hitches. Explain how to use them in pioneering.
- 4 Make a short, end, and eye splices.
- 5 Build a machine to make rope. Using twine, make a 6-foot rope 1/2 inch in diameter. Whip the ends.
- 6 Make and show one device for moving heavy logs or rocks. Use rope and natural materials. OR use rope to build a conveyor cable system for hauling materials over a ravine or up a steep hillside.
- 7 Build ONE of the following: log bridge, signal tower, monkey bridge, shelter, or raft. Take down after use and inspection. Follow an approved design. Use square, diagonal, and shear lashing.

Merit Badge
(Merit badge)

(Name of counselor, please print)

(Address of counselor, please print)

(telephone number of counsellor)

| | |
|--------------------------|--------|
| (Signature of counselor) | (Date) |
|--------------------------|--------|

Checked and recorded

[illegible]

Certificate and badge presented _____
(Date)

Applicant will turn in this portion to his unit leader for record posting.

Name Name

has given me his completed application for the

Merit Badge

Approved on _____ by _____
(Date)

(Signature of counselor)

(Signature of unit leader)

NOTE TO BOY SCOUT, VARSITY SCOUT, OR EXPLORER: Keep this record until you receive your merit badge certificate.

Applicant N. J. M. E.[illegible]

Date _____

Merit badge Merit Badge

Remarks:

It is suggested that the counselor keep this record for at least 1 year in case any question is raised later in regard to this award.

Information for Counselor

- Turn in your approved application to your unit leader. You will be awarded the certificate and merit badge at a suitable occasion.
- ## Information for Counselor
- Merit badge applications must be signed in advance by the applicant's unit leader.
 - The purpose of merit badge counseling is to help Boy Scouts, Varsity Scouts, and Explorers learn the skills and acquire the knowledge to meet the requirements.
 - You may not change any requirements, but you may share personal knowledge or experience that will make the counseling more interesting and valuable.

[illegible]

**APPLICATION FOR
MERIT BADGE**

Name Name

Address Street
City, State Zip

is a registered

☐ Boy Scout ☐ Varsity Scout ☐ Explorer

| | |
|-----|-----|
| No. | 1 |
| No. | 2 |
| No. | 3 |
| No. | 4 |
| No. | 5 |
| No. | 6 |
| No. | 7 |
| No. | 8 |
| No. | 9 |
| No. | 10 |
| No. | 11 |
| No. | 12 |
| No. | 13 |
| No. | 14 |
| No. | 15 |
| No. | 16 |
| No. | 17 |
| No. | 18 |
| No. | 19 |
| No. | 20 |
| No. | 21 |
| No. | 22 |
| No. | 23 |
| No. | 24 |
| No. | 25 |
| No. | 26 |
| No. | 27 |
| No. | 28 |
| No. | 29 |
| No. | 30 |
| No. | 31 |
| No. | 32 |
| No. | 33 |
| No. | 34 |
| No. | 35 |
| No. | 36 |
| No. | 37 |
| No. | 38 |
| No. | 39 |
| No. | 40 |
| No. | 41 |
| No. | 42 |
| No. | 43 |
| No. | 44 |
| No. | 45 |
| No. | 46 |
| No. | 47 |
| No. | 48 |
| No. | 49 |
| No. | 50 |
| No. | 51 |
| No. | 52 |
| No. | 53 |
| No. | 54 |
| No. | 55 |
| No. | 56 |
| No. | 57 |
| No. | 58 |
| No. | 59 |
| No. | 60 |
| No. | 61 |
| No. | 62 |
| No. | 63 |
| No. | 64 |
| No. | 65 |
| No. | 66 |
| No. | 67 |
| No. | 68 |
| No. | 69 |
| No. | 70 |
| No. | 71 |
| No. | 72 |
| No. | 73 |
| No. | 74 |
| No. | 75 |
| No. | 76 |
| No. | 77 |
| No. | 78 |
| No. | 79 |
| No. | 80 |
| No. | 81 |
| No. | 82 |
| No. | 83 |
| No. | 84 |
| No. | 85 |
| No. | 86 |
| No. | 87 |
| No. | 88 |
| No. | 89 |
| No. | 90 |
| No. | 91 |
| No. | 92 |
| No. | 93 |
| No. | 94 |
| No. | 95 |
| No. | 96 |
| No. | 97 |
| No. | 98 |
| No. | 99 |
| No. | 100 |

District

Council

and is qualified to apply for merit badge noted on the ~~previous~~ side.

(Date) _____

(Signature of unit leader) C. Brown

BOY SCOUTS OF AMERICA

No 4124

1987 Printing

LEATHERWORK M.B. - CAMP COPY

SCOUT _____ TROOP _____

PARTIAL CREDIT CERTIFICATE
This is to certify that the above named Scout has successfully completed the initial requirements.

Signature of counselor

CERTIFICATE OF COMPLETION
This is to certify that the above named Scout has met all of the requirements for this Merit Badge including time requirements.

Signature of counselor

- CAMPSITE
Baden-Powell
Bailey
Brownsea
Byrd
Dan Beard
MacMillan
Maguire
Petrick
Pershing
Ridgway
Siple
Tenny
West
Wilderness
Requirements Completed

LEATHERWORK MERIT BADGE RECORD SHEET - TROOP COPY

SCOUT _____ TROOP _____

PARTIAL CREDIT CERTIFICATE
(Good until November 30th)

This is to certify that the above named Scout has successfully completed the initial requirements below.

Signature of counselor

COUNSELOR'S CERTIFICATE OF COMPLETION
This is to certify that the above named Scout personally consulted with the undersigned, serving as Counselor, and that after careful examination of the said Scout on the requirements for this Merit Badge, he satisfactorily met all of the requirements as set forth in the official 1985-87 "Boy Scout Requirements" booklet, including time requirements. (National Council, B.S.A. reserves the right to change requirements.)

Signature of counselor

- 1 Collect samples of five different kinds of leather. Learn the chief characteristics and best uses of each.
- 2 Make an article of leather which uses at least four of the following: (a) Transfer of a cutting pattern or tooling design, (b) cutting leather, (c) Decoration of the leather by tooling or stamping, (d) Applying dye and/or finish to the project, (e) Punching holes, and (f) lacing or stitching.
- 3 Recondition or show that you can take care of leather shoes or other leather articles such as hiking boots or a baseball glove.
- 4a Learn how to tan, cure, and finish leather.
- 4b OR - Tan or cure the skin of a small animal.
- 4c OR - Plait or braid an article of leather. Make a terminal Turk's head.
- 4d OR - Visit a leather shop, tannery, saddle shop, or a leather goods manufacturer. Find out how they use leather and report what you learned.

| ATTENDANCE | WEEK | TIME | 1 | 2 |
|-------------|------|---------|---|---|
| ok late abs | 1 | 8:30 | | |
| | 2 | 9:30 | | |
| | 3 | 10:30 | | |
| | 4 | By appt | | |
| | 5 | | | |
| | 6 | | | |
| | 7 | | | |

Area Directors Only

☐ Scout
☐ AT