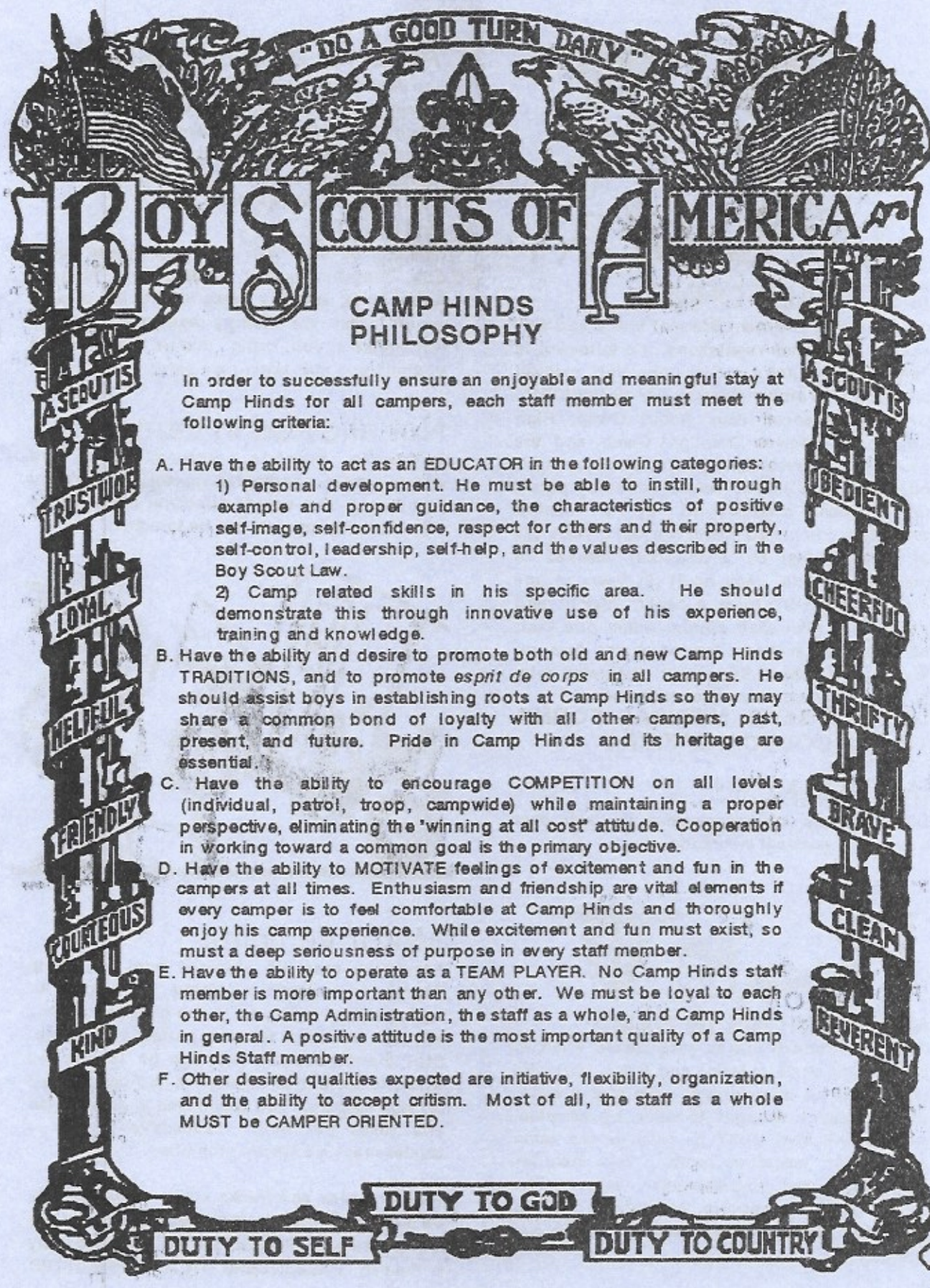


1991

CAMP WM. HINDS



STAFF HANDBOOK



CAMP HINDS PHILOSOPHY

In order to successfully ensure 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** in the following categories:
 - 1) Personal development. He must be able to instill, through example and proper guidance, the characteristics of positive self-image, self-confidence, respect for others and their property, self-control, leadership, self-help, and the values described in the Boy Scout Law.
 - 2) Camp related skills in his specific area. He should demonstrate this through innovative use of his experience, training and knowledge.
- B. Have the ability and desire to promote both old and new Camp Hinds **TRADITIONS**, and to promote *esprit de corps* in all campers. He should assist boys in establishing roots at Camp Hinds so they may share a common bond of loyalty with all other campers, past, present, and future. Pride in Camp Hinds and its heritage are essential.
- C. Have the ability to encourage **COMPETITION** on all levels (individual, patrol, troop, campwide) while maintaining a proper perspective, eliminating the 'winning at all cost' attitude. Cooperation in working toward a common goal is the primary objective.
- D. Have the ability to **MOTIVATE** feelings of excitement and fun in the campers at all times. Enthusiasm and friendship are vital elements 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. Have the ability 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.
- F. Other desired qualities expected are initiative, flexibility, organization, and the ability to accept criticism. Most of all, the staff as a whole **MUST** be **CAMPER ORIENTED**.

DUTY TO GOD

DUTY TO SELF

DUTY TO COUNTRY





MEDICAL FORMS:

In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of staff members. For all RESIDENT CAMP experiences (Boy Scout Camp, High Adventure, Webelos Overnight Camp, and the new Cub Scout Resident Camp), all boys MUST have an annual health history signed by parent or guardian accompanied by a medical evaluation completed within the last 3 years (as of check-in day) by a physician licensed to practice medicine. Any adult (21 years of age or older) MUST have a health history and physician's evaluation current within one year. All forms are available free of charge through the Council Office. Bring your completed form to camp when you report for staff week.

DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE!

INSURANCE:

Staff members are responsible for their own health and accident insurance.



MEDICATIONS IN CAMP:

Pine Tree Council makes a concerted effort to comply with State of Maine and B.S.A. laws and regulations on this subject. With that in mind, all medications brought to camp by campers, leaders, and staff MUST be given to the camp nurse upon arrival at camp. This includes prescription and no-prescription items. The camp nurse is available 24-hours a day to administer medications as needed. This is not optional.

Alcohol and Drugs:

The possession or use of intoxicating beverages in any form, or any controlled substance including marijuana on camp property, will result in immediate dismissal from Camp 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, firearms, bows and arrows, and pornographic materials are strictly prohibited. The use of obscene, offensive, or off-color language will not be tolerated.



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



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 entire day off unless other arrangements have been made in advance with the Camp Administration. If you get permission to stay in camp for your day-off, you must abide by all camp rules - be in uniform, get permission for a night-out, etc.

The usual day-off for staff NOT involved in the Fun Pack Weekend will be: Midnight Friday to 11:15 AM Sunday except for your duty weekend.

On Friday evening we have a campfire, a staff meeting, and must put the tables back into the Dining Hall. Some weeks we may complete these functions before Midnight, but you shouldn't plan on it. Staff with their own transportation will be permitted to leave at midnight. It is highly recommended that staff without their own transportation have their ride pick them up first thing Saturday morning. We have a significant amount of work that must be completed on Friday evening, and we don't want to feel pressured or rushed by having parents and/or friends waiting for staff to finish up.

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

7:15 AM Monday 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

2:15 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 Rec Hall 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.

Saturday Morning Duty:

Once (or twice) during the summer each staff member not involved in the Fun Pack Weekend

program will have Saturday morning duty. The purpose of this duty will be to assist with the troops that will be staying overnight Friday and/or being in a work crew to set sites for the upcoming week. The weekend(s) that you have Saturday morning duty, your day off will be from 11 AM Saturday to 11:15 AM Sunday. Duty will be assigned by area:

(Primary)

(Secondary)

July 6 - Craftshop, Assistant Ranger July 27

July 13 - Nature Conservation Aug 3

July 20 - Shoot. Sports & Provisional Aug 10

July 27 - Aquatics (3), Commissioner July 6

Aug 3 - Aquatics (3), Commissioner July 13

Aug 10 - Scoutcraft July 20

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 for nights-out 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, 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 Wednesday). 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 Rec Hall.



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. All slides must be in good taste and be an appropriate addition to the Scout uniform.
- The only hat to be worn in camp is the Official Camp Staff hat.
- Other clothing, jewelry, earrings, etc. shall not be worn without permission of the Camp Director.

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, campfire and closing ceremonies 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 official 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 while in the kitchen. This includes long pants and a Staff T-shirt or other Scouting T-shirt. When not in the kitchen, they will be in the same uniform as the rest of the staff.

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. You should not be hanging around the center of camp in civilian clothes waiting for your ride. 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.



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.

For your own protection, you should keep your cabin locked at all times. A combination lock is the best choice. If you do use a key lock, make sure that you have a key for each person living in the cabin and keep an extra key in the camp office.

Radios

You may have radios in your cabin, but when campers or leaders are in camp, the volume must be kept low enough so that it can not be heard outside of your cabin. Radios (including walkman's) are not allowed in the central area of camp, in program areas, or other places where campers can be found.

Staff Lounge

A staff lounge is provided 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.

Personal Cleanliness:

Staff showers are available 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 Rec Hall.

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 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.

Illness

If you should feel ill, inform your Area Director and then report directly to the Camp Nurse. Only the Camp Nurse can assign bed rest. Unless the Nurse sends you to your cabin, you should not be in your cabin during program hours.

STAFF MEETINGS

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

Daily (Except Wednesday) 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 'B' uniform. Remember you are due back in camp at 11:15 AM

Friday directly after lunch. This includes moving tables.

Friday night after the campfire. This includes moving tables.

Staff with Saturday morning duty and Fun Pack Weekend Staff will meet Saturday morning directly after breakfast in the Dining Hall. Breakfast will be at 7:30 AM followed by an 8:00 AM staff meeting.

Area Directors will meet weekly at 9:00 PM on Mondays in the Rec Hall.

1991 CAMP CALENDAR:

June 21 - Camp Staff Reports

June 21-23 - Order of the Arrow work weekend

June 23-28 - Staff week

June 29 - Day Off (All staff)

June 30 - July 6 - Week 1 (Bike Trek)

July 7 - July 13 - Week 2

July 14 - July 20 - Week 3

July 21 - July 27 - Week 4

July 28 - Aug 3 - Week 5

Aug 4 - Aug 10 - Week 6 (Aquatics Week)

Aug 11 - Aug 17 - Week 7 (Trail to Eagle)

Aug 17 - Aug 21 - Put camp to bed

(no weekend day offs)

Aug 21 - Last staff contract day

Dec 27 - Staff Re-union (Tentative)



PAYDAYS:

Regular Staff will get pay checks on July 5, July 19, August 2, and August 21. C.I.T.'s will receive checks on July 19 and August 21.

WORK PERMITS:

If you are under 16 years of age, you are required to obtain a work permit. In most communities work permits can be obtained from the office of the Superintendent of Schools. You need to bring your birth certificate with you. The application for the work permit must be signed by a parent or guardian.

FREEBIES:

Each staff member will be given the following: 1 Staff T-shirt, 1 Staff neckerchief, 1 Staff hat. Extras will be on sale at the camp trading post on Thursday of staff week.

DISCOUNT UNIFORMS:

Staff members may purchase Scout uniform parts through the Council Office (125 Auburn St, Portland) at a substantial discount. If you need sizes not normally in stock, you should place your order before May 1st to ensure having your uniform in time for camp.

STAFF JACKETS:

Prior to camp you will receive a form that you can use to order Staff Jackets. In the past few years, the cost has been \$20.00.

WHAT TO BRING TO CAMP:

For staff week:

- Enough Work clothes for 1 week
- At least one set that you can paint in.
- Insect repellent
- Staff Handbook
- Uniform for Friday (Staff-day)

For the entire summer:

Medical form

Scout Uniform:

- Scout shorts (2 minimum)
- Short sleeve Scout Shirts (2 minimum)
- Scout knee-length stockings (7 minimum)
- Neckerchief slide
- Official Scout belt
- Scout T-shirts (6 minimum - Staff T-shirts will be on sale at trading post)

underwear

Extra shoes

Rain Gear

Pillow & Sheets and Blankets

Swim suit(s) & beach towels

Flashlight with extra batteries

Jacket or sweater

toilet articles

- soap, wash cloth, towels

- shampoo, hair brush or comb

- deoderant, tooth paste & brush

- razor, etc.

Scout Handbook & Merit Badge Pamphlets

paper & pen/pencils, notebook

STAFF HANDBOOK

watch

Laundry Bag

For Special Assignments and/or overnights

Sleeping bag

Cook kit and knife, fork & spoon

Optional Personal Gear:

Camera, Film, Songbook,

Money for Trading Post,

Musical instrument,

Insect Repellent (NO sprays Please),

Drinking Cup,

Fishing Gear, Sun Tan Lotion

Stationery & stamps, pajamas

Bible or Prayer Book

Sports equipment (gloves, etc)

Small electric fan

LEAVE AT HOME

Long sleeve Scout shirts

Scout Trousers

Sheath knives

Fireworks

Firearms, Bows & Arrows

Televisions

Appliances (refrigerators, hot plates, etc)

pornographic or questionable literature or

posters

pets



CAMP WILLIAM HINDS - PARENTAL PERMISSION FOR NIGHTS OUT

Camp Hinds' night(s) off 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.

Occassionally camp sponsored outings for staff groups are conducted and are coordinated by an adult staff member. These events sometimes last past midnight (ie. Funtown, OOB, etc.)

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

Counselors in Training may leave camp ONLY on camp sponsored events and then only with parental permission.

Please check the appropriate space below:

My son _____ has my permission to leave camp with the following conditions.

- ☐ Anytime, subject to Camp Director approval.
- ☐ No more than ____ nights per summer subject to Camp Director Approval.
- ☐ On camp sponsored events only.
- ☐ No nights out.
- ☐ With the following stipulations: _____

Signed _____
Parent/Guardian

Date _____



CAMP STAFF EMPLOYMENT LETTER OF AGREEMENT

(NAME - PLEASE PRINT) _____ (DATE OF BIRTH) _____ (SOCIAL SECURITY #) _____

(ADDRESS) _____ (TELEPHONE NO.) _____

The Pine Tree Council, BSA agrees to pay _____ the sum of \$ _____ and furnish board and lodging for services at Camp _____ for the period 6/21/91 to 8/21/91. The employee will be assigned as _____ and other duties as assigned by the Camp Director.

The Pine Tree Council reserves the right to terminate employment if conduct or health of the staff member in any way interferes with the overall operation of assignment for all or part of the summer camping season should the camp attendance be such as not to warrant his services. Salary will be paid on a pro-rated basis for services rendered to that point.

IT IS OUR UNDERSTANDING THAT:

- a) The above mentioned staff member will provide with this letter of agreement, a work permit as required for persons under 16 years of age in revised statutes of Maine, 1944 Charter 25, Sec. 17-21. It is further agreed that the above mentioned staff member will attach IRS Form W-4, Employees Withholding allowance Certificate. All staff members must have a Social Security number. All employees must submit an I-9 Form.
- b) The Pine Tree Council, BSA is responsible for withholding Federal Income Tax from your pay as provided by law and applicable regulations unless you are entitled to claim exemption in accordance with instructions on Form W-4. It is also required by law that the Council deduct Social Security taxes (FICA) on all employees. the amount, subject to current rates, is based upon salary.
- c) The staff member will live on camp property in such place as designated by the Camp Director.
- d) You will be given one day (24 hours) off each week as designated by the Camp Director. You are required to sign in and out of camp naming destination.
- e) You will be expected to wear the official Boy Scout summer uniform (shorts, short sleeve shirt, and knee sox) at all times while on camp property, during operating hours. Job related exceptions will be arranged through the Camp Director. This means that you will probably need two sets of uniforming. You will be given one (1) staff T-shirt free of charge. Scouting T-shirts will be acceptable uniforming during daytime hours as designated by the Camp Director. Other clothing, jewelry, etc. shall not be worn without prior permission of the Camp Director.
- f) You must have a physical examination within one year if you are 21 or over, or 3 years if under 21, of coming to camp, and bring this completed report to camp with you. Medical form must be signed by a physician, and a parent if you are under 18 years of age.
- g) The staff member agrees to abide by all policies and procedures determined by the Camping Committee of Pine Tree Council, BSA & its camp administration.

WE HAVE READ THE ABOVE LETTER OF AGREEMENT AND AGREE TO ALL POINTS ON IT

Staff Member: _____ Date: _____

(Parent's Signature) _____ (Camp Director) _____

Director of Camping & Properties: _____

Mail 2 copies (with W-4 Form & I-9 Form) to PINE TREE COUNCIL.



CAMP WILLIAM HINDS - NIGHT OUT REQUEST

Date of Night Out: _____
(day) (date)

Time of departure: 5:15 PM after retreat 8:40 PM other _____

Time of return: 11:00 PM other _____

Destination: _____

Who is Driving? _____

Staff Attending: _____ If you have duties during this time, who will be covering for you?

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Has each person listed above done the following:

a) Do all minor staffmembers (under 18 years of age) have a "Parental Permission for Nights Out" form on file in the camp office and is this night out within the guidelines approved by their parents? YES NO

a) Obtained permission of his/her Area Director or Supervisor? YES NO

b) If program staff, obtained permission of the Program Director? YES NO

c) If support staff, obtained permission of the Camp Director? YES NO

submitted: _____
(date) (Signature of Tour guide/leader)

approved: _____
(date) (Signature of Camp Administrator)

DON'T FORGET TO SIGN-OUT AND SIGN-IN AT THE REC HALL.





1991 CAMP HINDS STAFF ORGANIZATION

CAMP DIRECTOR

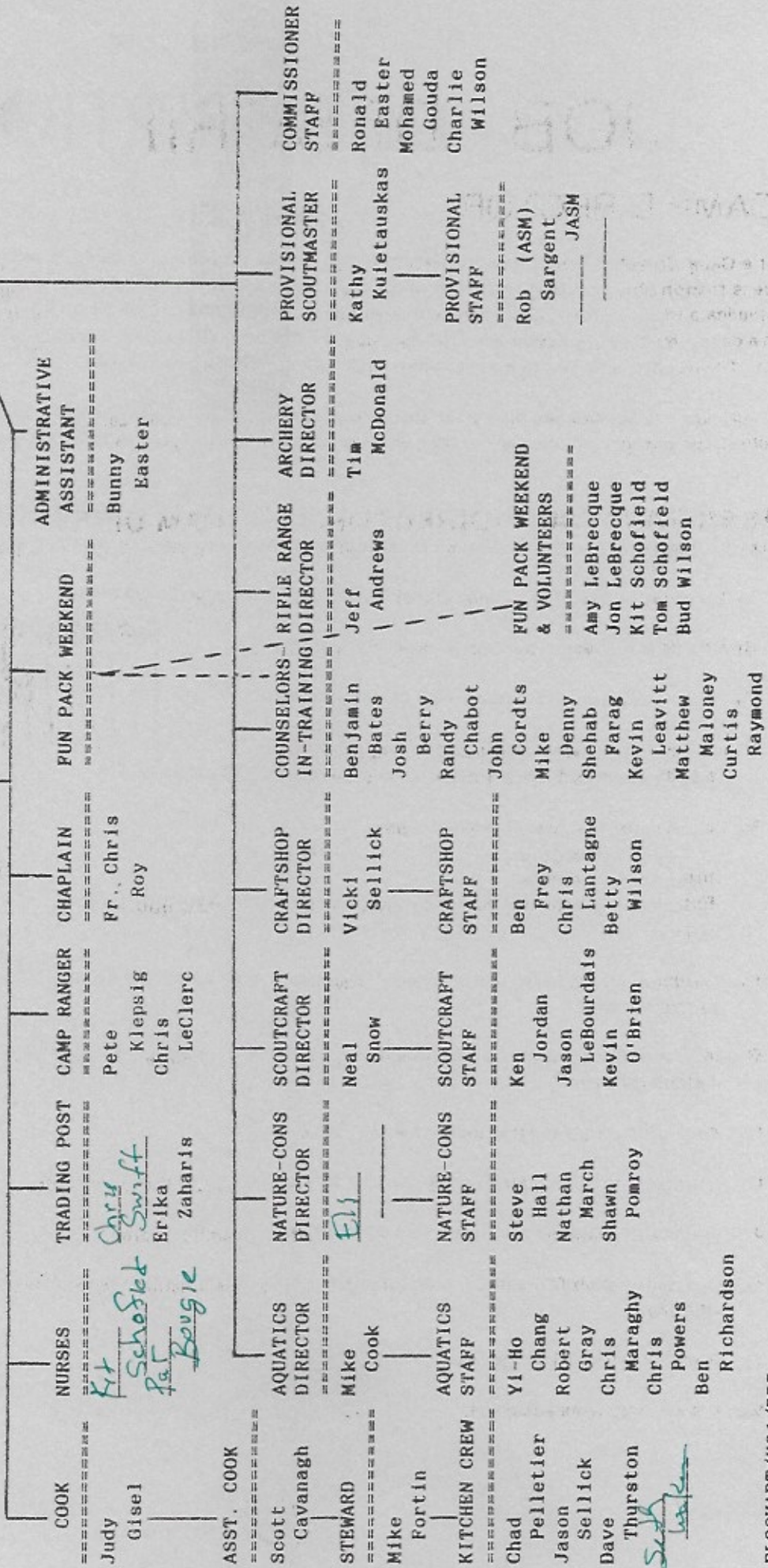
Tom Peaco

DIRECTOR CAMPING & PROPERTIES

Marty Kadel

ASSISTANT CAMP DIRECTOR/PROGRAM DIRECTOR

Dean B. Zaharis



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/PROGRAM DIRECTOR:

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

- A) Assumes duties of the Camp Director in the Camp Director's absence.
- B) Acts as the direct supervisor over all Program Staff.
- C) Offers guidance and direction to all Program Staff.
- D) Participates in camp activities and frequently visits all activity areas and demonstrations to assure a quality program.
- E) Coordinates the overall camp program including:
 - Troop Activities
 - Inter-Troop Activities
 - Establishing a meaningful camp program and promoting good Scout Skills
- F) Coordinate the preparation of special activities and all camp wide events. To enlist the service of staff as needed.
- G) Meet with Scoutmasters both formally and informally. Help review their camp program and give needed guidance.
- H) Keep orderly, up-to-date, advancement records.
- I) Coordinate the Dining Hall program after the meals with the Camp Director.
- J) Coordinate religious services and promote staff and camper morale.
- K) Assists the Camp Director in developing the Schedules, manuals, and daily procedures related to program.
- L) Supervises the C.I.T. program.
- M) 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.
- F) Perform other duties as assigned by the cook or Camp Administration.

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 it 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.
- L) Perform other duties as assigned by the cook and Camp Administration.

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 by the cook, steward, and Camp Administration.
- 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.
- E) Perform other duties as assigned by the Camp Administration.



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) Serve as instructor for First Aid Merit Badge when the regular instructor is on day off.
- L) Establish a daily "sick call" schedule to provide treatment and medical care for all campers and staff.
- M) Secure all medicines and drugs in a locked storage cabinet or refrigerator. Dispense as prescribed/directed by the physician.
- N) Make periodic health inspections of the kitchen, latrines, and showers at the Camp Director's request.
- O) 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.
- P) Check daily that the assigned staff has performed their good turn at the health lodge.
- Q) Keep the administration (especially the Program Director) advised when any staff member should be excused from performing any of his assigned duties.
- R) 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 (including evening activities). 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.
- 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) Coordinate and supervise the campwide Basic Scout Skills program for first year Scouts.
- I) 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) Maintain basic written lesson plans for all merit badges in your area.
- H) 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) Maintain basic written lesson plans for all merit badges offered in your area.
- G) 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) Maintain the terrarium in a safe, clean, and ecologically sound and humane manner.
- I) Maintain the camp's nature trail system.
- J) Maintain basic written lesson plans for all merit badges offered in your area.
- 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.



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) Maintain basic written lesson plans for all merit badges offered in your area.
- I) 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) Maintain basic written lesson plans for all merit badges offered in your area.
- M) 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) Maintain basic written lesson plans for all merit badges offered in your area.
- I) 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.

Let us give
you a hand!



- 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. Maintain a list of projects that need to be done and make arrangements with the camp ranger in ample time to insure that tools and supplies needed for projects are on hand for scheduled projects.
- D) Check daily that the assigned staff have performed their good turns at the Staff Shower and Staff Lounge.
- E) Maintain the Scoutmaster's lounge.
- F) Perform other duties as assigned by the Camp Administration.

ADMINISTRATIVE ASSISTANT:

Reports directly to the Camp Director and the Assistant Camp Director for proper execution of his/her duties, which are as follows:



- A) Type and distribute the troop roster and medical alert list in a timely fashion.
- B) Enter troop merit badge pre-registrations and Sunday night registrations into the computer.
- C) Become familiar with the printing operation and print troop rosters, troop rotation schedules, campfire schedules, etc.
- D) Help the Program Director with compilation of advancement records on Friday afternoon and evening.
- E) Operate the camp room in an orderly fashion during the schedule established by the Camp Administration. Keep accurate records of items checked in and out such as rakes, hoses, shovels, cooking equipment, etc.
- F) Assist in the Trading Post when needed.
- G) Perform other duties as assigned by the Camp Administration.

COUNSELORS-IN-TRAINING

Reports directly to the Program Director and the Area Director to which assigned

- A) C.I.T.'s shall be subject to the same policies, privileges, and standards as the paid staff.
- B) 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.
- C) 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, Basic Scout Skills and Shooting Sports.
- D) C.I.T.'s will be given maximum opportunity for Scout Advancement and personal growth under the guidance of the Camp Administration.
- E) C.I.T.'s will participate in regular personal growth conferences.
- F) C.I.T.'s may be added or deleted as warranted by performance and camp need.
- G) Working on the Fun Pack Weekend Program will be an important part of his duties.
- H) 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.
- K) 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 track of all equipment assigned to your department. Sign-out sheets and inventory forms are available at the camp office.
4. Keep your program area clean and neat at all times.
5. Keep accurate attendance and progress records.
 - a. At Merit Badge signup, make sure that you PRINT the Scout's name and troop number on both sides of the colored form. Circle the campsite, week and class time as indicated. If the troop is using blue cards, make sure they are filled out completely. Staple the blue cards to the back of the colored form.
 - b. Keep your colored forms in the notebook issued to you. Your area director will tell you where to keep your notebook. It should be in your program area at all times, not in your cabin.
 - c. Take attendance DAILY. If a Scout is absent, please notify his Scoutmaster when he comes to your area.
 - d. At the end of each class, sign-off those requirements that were completed that day. Your initials must appear on each line and on both sides of the form. Ditto marks are not to be used. Use only ball point pen to complete the paper work. Pencil fades while marker often runs when it gets damp. **KEEP YOUR PAPER WORK UP TO DATE DAILY.**
 - e. At the end of the week, sign your name on both sides of the colored form indicating whether the Scout earned a completion or a partial. If the Scout COMPLETED the entire badge, PRINT his name and troop number on the green sheet.
 - f. **DO NOT** write on the blue cards. Only area directors are authorized to sign the blue cards.
 - g. Turn in your colored forms and green sheets to your area director by 11:30 on Friday. If you complete your paper work daily, this should not be a problem!
 - h. Area Directors:
 1. Check your staff's paper work on a regular basis. Daily if needed.
 2. Collect all paper work from your staff at 11:30 on Friday morning. Make sure it is complete.
 3. Sign the 'area director' space on the troop copy of the colored sheets. If the troop is using blue cards, sign or stamp the blue cards.
 4. Complete and sign the green sheets. Green sheets must be completed for all merit badges, CPR, mile swim, BSA Lifeguard, Snorkeling BSA, Swimming Instructions, etc. If in doubt, fill out a green sheet.
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.



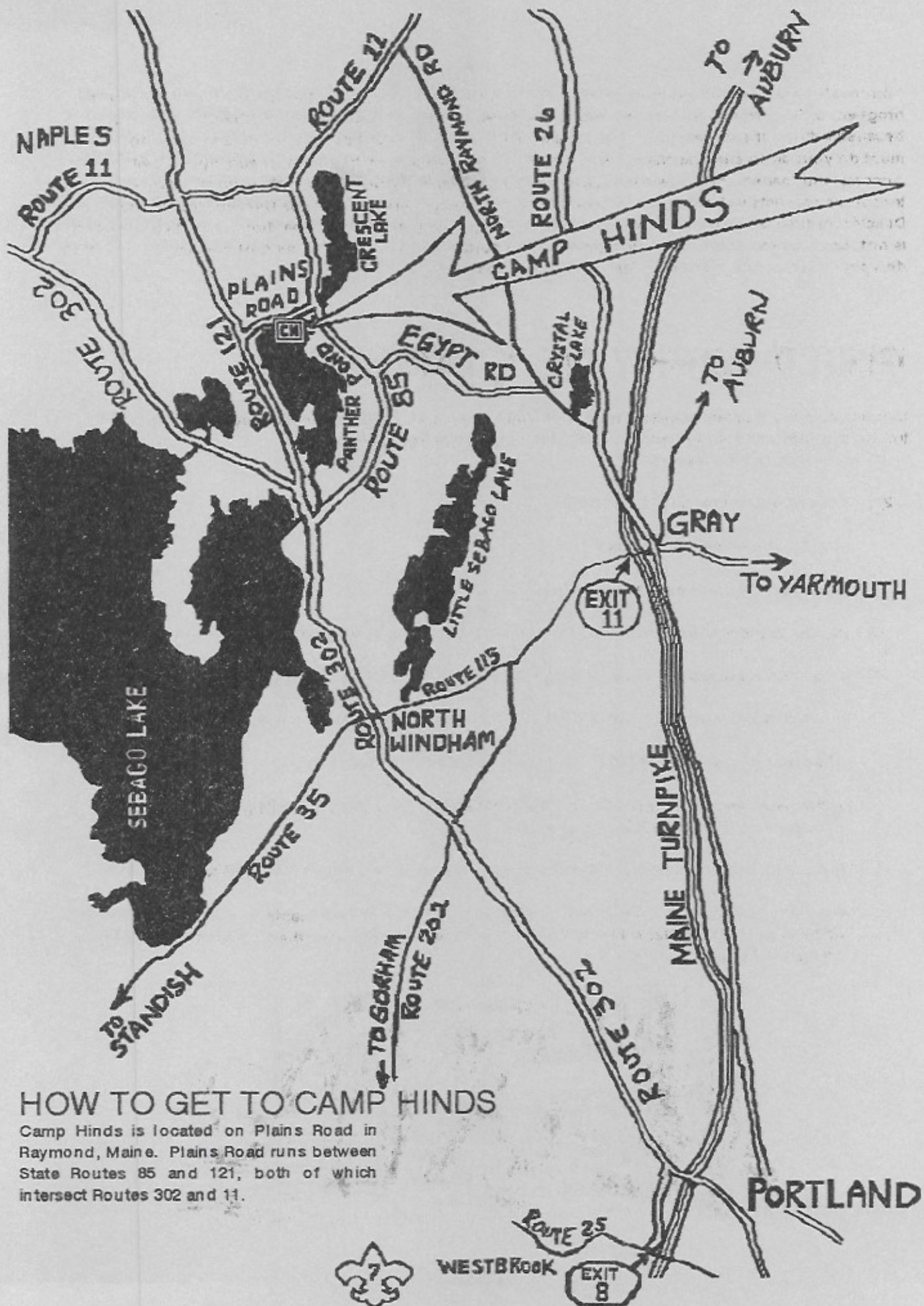
You must remember that we are in effect running a business. Our product is the providing of a quality program for the Scouts and leaders who come to camp. We all must respect the Scouts and Leaders because without them, we would not be here. You are an important part in our organization and you must 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.

PHILOSOPHY OF "CLASSES"

Scouts come to summer camp to have **FUN**. You should be conducting merit badge sessions and troop activities with lots of hands on activities. In general keep in mind:

- 1) Avoid lecture type classes
- 2) These two acronyms might be helpful
 - A) KISS - Keep it Simple, stupid
 - B) KISMIF - Keep it simple, Make it Fun
- 3) Keep the Scouts actively involved. Don't have them sitting at a picnic table all period.
- 4) The Scouts are expected to do THE requirements, NOTHING MORE, NOTHING LESS
 - a) If the requirement says DESCRIBE or EXPLAIN - They must be able to explain it to you.
 - b) If the requirement says WRITE - They must write out the requirement.
 - c) If the requirement says SHOW or DEMONSTRATE - They must show you how to do it, Explaining how to do it is not adequate.
 - d) No merit badge requires a written test. You may not give a written test. NO WRITTEN TESTS.
 - e) No one in camp has the authority to change or modify any requirements. If you have a concern about any requirements, seek advice from your area director and/or the Program Director as to how your Scouts can meet them.





HOW TO GET TO CAMP HINDS

Camp Hinds is located on Plains Road in Raymond, Maine. Plains Road runs between State Routes 85 and 121, both of which intersect Routes 302 and 11.

AREA:

WEEK:

[illegible]

STAFF SCHEDULE

[illegible]

[illegible]

DATE:

Borrower will initial appropriate column when checking out an item. Responsible staff member will initial upon return of the item. It is understood that the borrower and/or his troop will be responsible for the reimbursement of any item damaged or not returned.

[illegible]

1991 SUMMER CAMP ADVANCEMENT REPORT

This is to certify that the Scouts listed below
have completed ALL the requirements for the

Merit Badge.

Date:

- 1 - June 30-July 6
- 2 - July 7-13
- 3 - July 14-20
- 4 - July 21-27
- 5 - July 28-Aug 3
- 6 - Aug 4-10
- 7 - Aug 11-17

Department

Area Director Signature

Name of Scout	Troop	Name of Scout	Troop
1 _____	_____	24 _____	_____
2 _____	_____	25 _____	_____
3 _____	_____	26 _____	_____
4 _____	_____	27 _____	_____
5 _____	_____	28 _____	_____
6 _____	_____	29 _____	_____
7 _____	_____	30 _____	_____
8 _____	_____	31 _____	_____
9 _____	_____	32 _____	_____
10 _____	_____	33 _____	_____
11 _____	_____	34 _____	_____
12 _____	_____	35 _____	_____
13 _____	_____	36 _____	_____
14 _____	_____	37 _____	_____
15 _____	_____	38 _____	_____
16 _____	_____	39 _____	_____
17 _____	_____	40 _____	_____
18 _____	_____	Merit Badge Summary	
19 _____	_____	Number of Scouts Passed.....	
20 _____	_____	Number of Partial given.....	
21 _____	_____	Number of Scouts dropped.....	
22 _____	_____	Total Scouts that signed up.....	
23 _____	_____		



FORESTRY MERIT BADGE-CAMP COPY

SCOUT _____

TROOP _____

PARTIAL CREDIT CERTIFICATE
This is to certify that the above named Scout has successfully completed the initiated 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 _____

Requirements Completed

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

TIME WEEK



8:30 1

9:30 2

10:30 3a

By appt 3b

4a

4b

4c

4d

5

6a

6b

6c

7

Area Directors Only

[] Staff [] CIT

Address: _____

Phone #: _____

Date of Birth: _____

FORESTRY MERIT BADGE RECORD SHEET - TROOP COPY

SCOUT _____

TROOP _____

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

ATTENDANCE RECORD

ok late abs
Mon [] [] []
Tue [] [] []
Wed [] [] []
Thu [] [] []
Fri [] [] []

[] Never Showed
[] Dropped
[] Did Nothing

Requirements Completed

PARTIAL CREDIT CERTIFICATE
(Good until November 30th)

This is to certify that the above named Scout has successfully completed those requirements that are initiated below.

Date _____ Signature of counselor _____ Signature of Area Director _____

COUNSELOR'S CERTIFICATE OF COMPLETION

This is to certify that the above named Scout personally consulted with the undersigned Counselor, and after careful examination, he satisfactorily met all of the requirements as set forth in the official 1989-90 "Boy Scout Requirements" booklet, including time requirements. (National reserves the right to change requirements.)

Date _____ Signature of counselor _____ Signature of Area Director _____

- 1 Prepare a field notebook, make a collection, and identify 15 species of trees or wild shrubs in a local forested area. Include written descriptions.
- 2 Collect and identify wood samples of 10 species of trees. List ways each species is used -OR- Find & examine several stumps that show variation in growth rate. Prepare notebook.
- 3a Describe contributions forest make to: our economy in products, social well being, soil protection & increased fertility, clean water, clean air, wildlife, and recreation.
- 3b Tell which watershed or other source your community relies on for its water supply.
- 4a Describe multiple-use management.
- 4b Describe even-aged and uneven-aged management and the silvicultural systems associated with each type.
- 4c Describe intermediate cuttings.
- 4d Describe how prescribed burning and related forest management practices are used.
- 5 Visit a managed public or private forest area and write a brief report - OR - Take a trip to a logging operation or wood-using industrial plant and write brief report.
- 6a Describe damage to forest from wildfire, insects, tree disease, overgrazing and improper harvest.
- 6b Tell what can be done to reduce these damages.
- 6c Tell what you should do if you discover a forest fire and how to control it.
- 7 Take part in a forest improvement project - OR - take part in a forest fire prevention campaign -OR- visit with local foresters and write brief report.

The applicant has personally appeared before me and demonstrated to my satisfaction that he has met all requirements for the

Merit Badge
(Merit badge)

(Name of counselor, please print)

(Address of counselor, please print)

(Telephone number of counselor)

(Signature of counselor) (Date)

Checked and recorded

(Date) (Initials)

Certificate and badge presented (Date)

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

APPLICANT'S RECORD

Name Name

has given me his completed application for the

Merit Badge
(Merit badge)

Approved on (Date) by

(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.

COUNSELOR'S RECORD

Applicant Name Name

Unit Troop #

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.
- 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.

Requirement No. and letter	Date of approval	Counselor initial	Requirement No. and letter

APPLICATION FOR MERIT BADGE

Name Name
Address Street
City, State ZIP

is a registered

☐ Boy Scout ☐ Varsity Scout ☐ Explorer
of TROOP No. #
(Troop, Team, Post, Ship)

District

Council

and is qualified to apply for merit badge noted on the course slip

(Date) Counselor
(Signature of unit leader)

BOY SCOUTS OF AMERICA

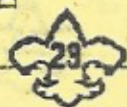
No 4124

1987 Printing



MERIT BADGE LESSON PLAN

MERIT BADGE:		AREA:		COUNSELOR:	
SESSION	REQ #	DESCRIPTION OF REQUIREMENTS	METHOD OF TEACHING	MATERIALS NEEDED	FOLLOW-UP
M O N D A Y					
T U E S D A Y					
W E D N E S D A Y					
T H U R S D A Y					
F R I D A Y					



MERIT BADGE LESSON PLAN

MERIT BADGE:

AREA:

COUNSELOR:

SESSION	REQ #	DESCRIPTION OF REQUIREMENTS	METHOD OF TEACHING	MATERIALS NEEDED	FOLLOW-UP
M O N D A Y					
T U E S D A Y					
W E D N E S D A Y					
T H U R S D A Y					
F R I D A Y					



LESSON/H91/DBZ

Week

Basic Scout Skills
- Scoutcraft Area
(complete back of form)

Basic Scout Skills
- Scoutcraft Area
(Complete back of form)

Shotgun Shooting
Water Skiing - Waterfront

Mile Swim - Waterfront - Mon thru Thurs 6:50



Week

(Circle ONE session for each day)

Totin' Chip

F:7b - Camp gadget

Object in eye

F:8d - Heart attack, CPR

(Circle ONE session for each day)

Totin' Chip

F:7b - Camp gadget

Object in eye

F:8d - Heart attack, CPR

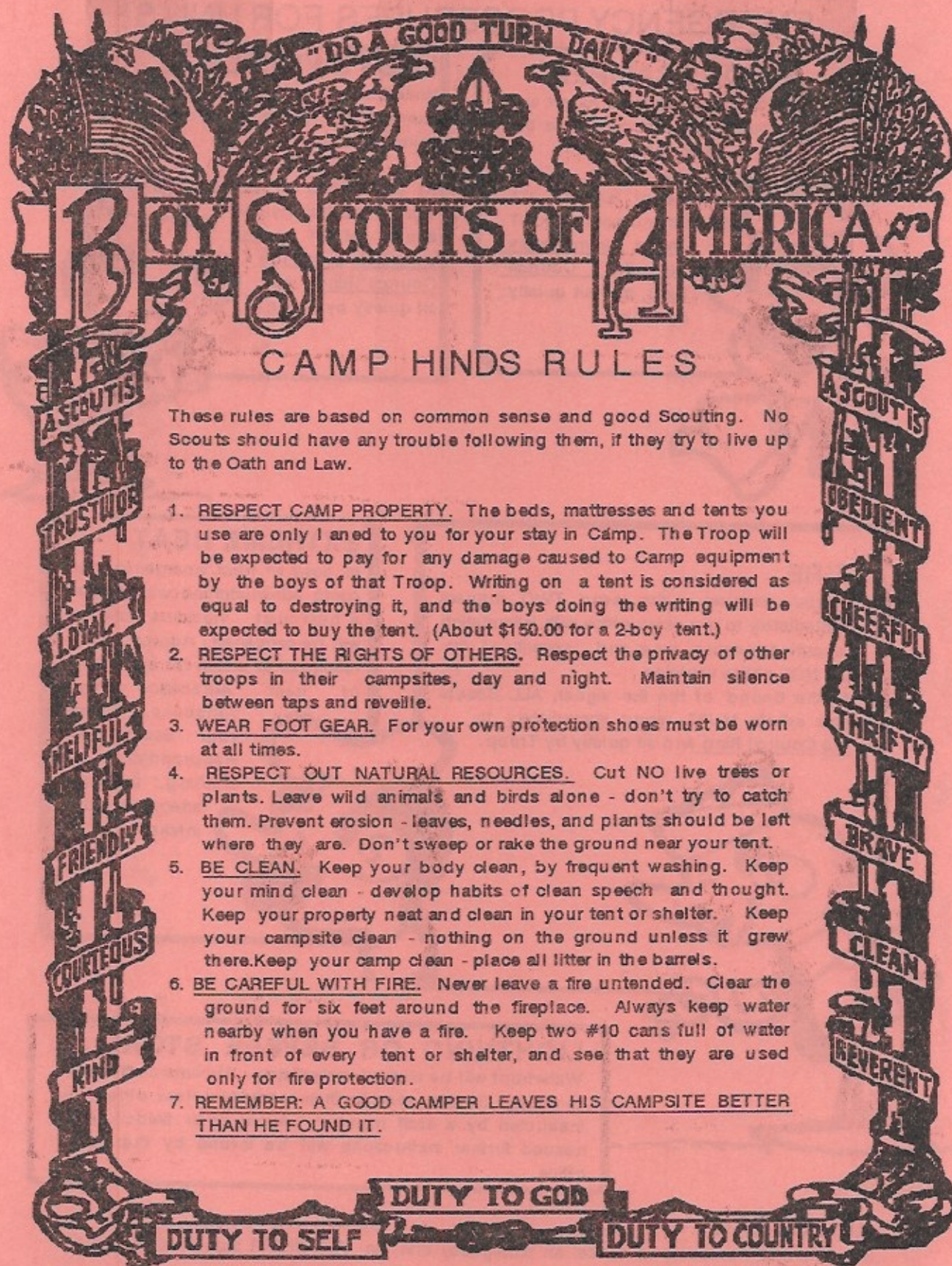
(Circle ONE session for each day)

Totin' Chip

F:8a - Knots: Bowline e

F-8d - Heart attack. CPR





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. WEAR 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.

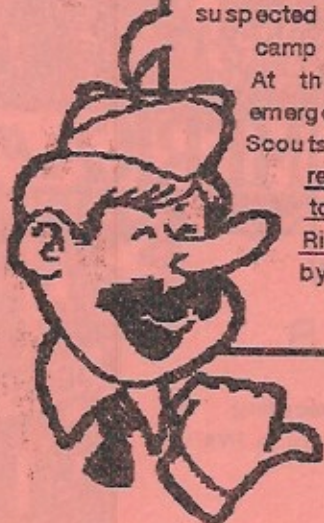


EMERGENCY PROCEDURES FOR UNITS

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.



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.



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.



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 WILLIAM HINDS - 1991 - DAILY PROGRAM DESCRIPTION

FIRST YEAR SCOUTS - BASIC SCOUT SKILLS:

A program especially designed for the new Scout will feature many of the outdoor advancement requirements. Scouts may take Basic Scout Skills during one of the morning Advancement Periods. To ensure that they have a variety of activities in their advancement schedules, Scouts may only sign-up for Basic Scout Skills for one period per day. During each period, two or more different sessions will be conducted.

The Scoutmaster should counsel his Scouts as to which session to take each day. A signup form is found on page 38. Scouts should report to the Scoutcraft area for this program. The coding used below indicates Rank and requirement number. T:8 means Tenderfoot requirement #8, S:3 means Second Class requirement #3, and F:4 means First Class requirement #4.

Monday: (Offered at 8:30, 9:30 and 10:30)

- | | |
|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Session A: | T:8 - Buddy System in Scouting
S:7 - Tell precautions for a Safe swim
T:5 - Display, raise, lower, and fold American Flag
S:3 - Participate in a flag ceremony |
| Session B: | T:4 - Rules for safe hiking
S:1a - How a compass works, orient a map, map symbols
F:1 - Directions without a compass |
| Session C: | S:2b - Woods tools/Totin' Chip |

Tuesday Period 3 (10:30-11:20), Wednesday Period 1 (8:30-9:20), Thursday Period 2 (8:30-9:20)

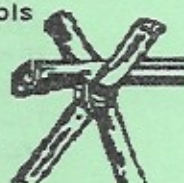
- | | |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Session A: | T:10 - Identify local poisonous plants, tell treatment
S:5 - Identify or show evidence of 10 kinds of wild animals
F:6 - Identify or show evidence of 10 kinds of plants |
| Session B: | T:11a - Heimlich maneuver
T:11b - First aid for minor injuries
S:6a - Hurray Cases (breathing, bleeding, poisoning)
S:6c - Object in eye, bites, puncture wounds, burns, shock |

Tuesday Period 1 (8:30-10:20), Wednesday Period 2 (9:30-11:20), Thursday Period 3 (9:30-11:20)

- | | |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Session A: | F:2 - Using a compass, complete orienteering course |
| Session B: | S:4 - Participate in an approved service project |
| Session C: | T:3a - Whip and fuse ends of a rope
T:3b - Knots: two half hitches & tautline
F:8a - Knots: Bowline
F:7a - Knots: timber hitch & clove hitch square, shear, and diagonal lashings
F:7b - Use lashing to make useful camp gadget |

Friday: (Offered at 8:30, 9:30, & 10:30)

- | | |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Session A: | S:2c - Prepare tinder, kindling, and fuel for firebuilding |
| Session B: | F:8b - Bandages for head, upper arm, collarbone, ankle
F:8c - Transport by yourself and with help, a person
F:8d - Signs of heart attack. Explain steps to CPR |



MERIT BADGE SCHEDULE:

Each Merit Badge will meet for three 1-hour sessions and one 2-hour session for a total of 5 hours of instruction. This longer period will be used to complete projects and requirements that require a block of time longer than 1 hour. Since the schedule is not the same from day to day, we will announce the day's schedule in the dining hall at breakfast and our merit badge counselors will try to assist your Scouts in getting to their next merit badge class on time.

Merit Badge Session 1

Monday	8:30-9:20
Tuesday	8:30-10:20
Wednesday	8:30-9:20
Thursday	No Class
Friday	8:30-9:20

Merit Badge Session 2

Monday	9:30-10:20
Tuesday	No Class
Wednesday	9:30-11:20
Thursday	8:30-9:20
Friday	9:30-10:20

Merit Badge Session 3

Monday	10:30-11:20
Tuesday	10:30-11:20
Wednesday	No Class
Thursday	9:30-11:20
Friday	10:30-11:20

DEADLINE FOR MB WORK:

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 EXTRA HELP SESSION:

In addition to the scheduled periods in the morning, the time following dinner on Thursday will be reserved as an extra help session for merit badges.

MERIT BADGE PREREQUISITES



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



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



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



Basketry: Recommended for all Scouts. Purchase of some materials required. Projected cost: \$ 1.75



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 a minimum of three years of trumpet or bugle experience.





Camping: Not recommended for first year Scout Campers. Need to complete requirement 8a & 8c before camp. Will be attending an overnight on Wednesday. Must have a backpack for the overnight. Can not take Camping MB with Cooking MB or Wilderness Survival MB



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 or First Class cooking skills. Will be cooking out from 11:30-2:15 on Monday and Wednesday. Can not take cooking MB with Camping MB or Wilderness Survival MB.



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



Fingerprinting: Recommended for all Scout Campers.



First Aid: Recommended for all Scout Campers. Must have First Aid Skill Award or First Aid skills up through and including First Class First Aid. Must also take Basic CPR course.



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: Not recommended for first year Scout campers.



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: \$ 0.75



Lifesaving: Must have Swimming Merit Badge. May require extra time. Must take the Basic CPR course or have proof of current certification.



Mammal Study: Recommended for all Scout Campers.



Metalwork : Recommended for all Scout Campers.



Motorboating: Must be 13 years old and already have Swimming Merit Badge and either Rowing Merit Badge or Canoeing Merit Badge. Each class will be limited to the first 7 Scouts who meet the prerequisites and sign up.



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



Oceanography: Not recommended for first year Scout Campers.



Orienteering: Not recommended for first year campers. Requires extensive pre-camp work. Should have Hiking Skill Award or have completed the map, compass, and orienteering requirements up through and including First Class. Must have a Silva-type orienteering compass.



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: \$4.00



Small-boat Sailing: Not recommended for first year Scout Campers. Must have Swimming MB and either Rowing MB or Canoeing MB.



Soil & Water Cons: Not recommended for first year Scout campers.



Swimming: Recommended for all Scout campers. Must be classified as a 'Swimmer' by the Camp Hinds Aquatics Director. Must have long sleeve button-up shirt and long pants (No Jeans and preferably not a Scout Uniform) and shoes that can get wet.



Water Skiing: Must be 14 years old and already have Swimming MB and either Rowing MB or Canoeing MB and have some previous water skiing experience. Preference will be given to Scouts who also have Motorboating MB. Classes will be limited to first 7 Scouts who meet the prerequisite and sign up.



Weather: By appointment only.



Wilderness Survival: Should have Camping Skill Award or have completed the camping requirements up to and including First Class. Bring supplies for requirement #5. Can not take Wilderness Survival with Cooking MB or Camping MB. Will be attending on overnight on Wednesday.



Wood Carving: Recommended for all Scout Campers. Purchase of some materials required. Scouts need a jack-knife. Projected cost: \$1.25

CAMP WILLIAM HINDS - 1991 - MERIT BADGE SCHEDULE

	AQUATICS	CRAFTSHOP	NATURE - CONSERV.	SCOUTCRAFT	SHOOTING - SPORTS	HEALTH LODGE	CAMPWIDE
FIRST ACTIVITY PERIOD	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Snorkeling BSA Swimming MB	Basketry MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 1 & 2) Mammal Study MB Soil & Water Conservation MB	Camping MB Pioneering MB Wilderness Survival MB	*Archery MB (*Double period Period 1 & 2) *Rifle Shooting MB (*Double period Period 1 & 2)		Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
M 8:30-9:20 T 8:30-9:20 W 8:30-9:20 R No Class F 8:30-9:20							
SECOND ACTIVITY PERIOD	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Small-Boat Sailing MB Swimming MB	Basketry MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 1 & 2) *Environmental Science MB (*Double period Period 2 & 3) Oceanography MB	Cooking MB Pioneering MB Wilderness Survival MB	*Archery MB (*Double period Period 1 & 2) *Rifle Shooting MB (*Double period Period 1 & 2) *Archery MB (*Double period Period 2 & 3)	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
M 9:30-10:20 T No Class W 9:30-11:20 R 9:30-11:20 F 9:30-10:20							
THIRD ACTIVITY PERIOD	Canoeing MB Novice & Beginners Instruction Small-Boat Sailing MB Swimming MB Water Skiing MB	Basketry MB Leatherwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 2 & 3) Fish & Wildlife Management MB Forestry MB Mammal Study MB	Camping MB Cooking MB Orienteering	*Archery MB (*Double period Period 2 & 3) Shotgun Shooting Merit Badge	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
M 10:30-11:20 T 10:30-11:20 W No Class R 9:30-11:20 F 10:30-11:20							
6:50 PM	Mile Swim Mon thru Thurs	Fingerprinting 6:50-8:30 PM Tues or Wed	Fishing MB -Mon 7:00-9:45 PM			Basic CPR (Not certification) Film - Mon 1:15-2:15 or 4-5 Class- Tue or Wed 7:15-9:15	
BY APPOINTMENT							
See counselor at sign-up to make an appointment for these badges. (No pre- registration)	ADULTS: Safe Swim & & Safety Afloat Mon 4:00 PM	Indian Lore MB	Astronomy MB Bird Study MB Botany MB Geology MB Insect Study MB Nature MB Reptile Study MB Weather MB	Bugling MB	Personal Fitness Athletics MB		

Specialty Merit Badges offered to Scouts 13 or older will be announced at Breakfast on Monday.

MBSCHED/H91/DBZ



CAMP WILLIAM HINDS - 1991 - DAILY SCHEDULE

TIME ACTIVITY

SUNDAY:

12:30 Scoutmaster & S.P.L.'s planning meeting
 2:00 Front Gate opens. The gate will be locked until 2:00. (Be prompt but not early).
 2:00 Check-in, Medical re-check, Swim classification
 5:45 Formal Retreat and waiter's call
 6:00 Dinner
 6:45 (approx) Waterfront orientation
 7:15 (approx) Advancement Sign-up in Rec Hall
 (Troop time if you pre-registered by mail)
 8:30 Welcome Campfire
 9:30 Call to Quarters
 9:40 Tattoo
 9:45 Taps
 10:00 Adult Cracker Barrel in Dining Hall

MONDAY-FRIDAY

7:00 Reveille
 7:15 Waiter's Call
 7:30 Breakfast (Cookout Thursday)
 8:00 Troop site improvement/Campsite inspection by SPL
 Sick Call

	Monday	Tuesday	Wednesday	Thursday	Friday
1st Activity Period	8:30-9:20	8:30-10:20	8:30-9:20	No Class	8:30-9:20
2nd Activity Period	9:30-10:20	No Class	9:30-11:20	8:30-9:20	9:30-10:20
3rd Activity Period	10:30-11:20	10:30-11:20	No Class	9:30-11:20	10:30-11:20

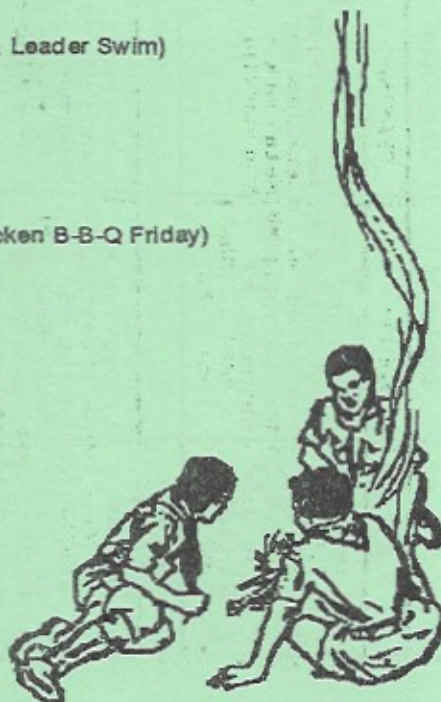
11:30-12:15 General Swim - Open Boating
 12:00 S.P.L. Meeting
 12:15 Waiter's Call
 12:30 Lunch (Cookout Thursday)
 1:00 Campwide Good Turn
 Siesta and troop quiet time in site (Staff & Leader Swim)
 2:15- 3:00 Fourth Activity Period
 3:10- 3:55 Fifth Activity Period
 4:00- 4:50 Sixth Activity Period
 5:00 (Staff & Leader Swim)
 5:45 Formal Retreat (except Wednesday)
 6:00 Dinner (Cookout Wednesday, Family Chicken B-B-Q Friday)
 6:50- 8:30 Evening Activity Period
 9:00 Call to Quarters
 9:25 Tattoo
 9:30 Taps

FRIDAY

5:45 PM Formal Retreat
 6:00 Chicken B-B-Q
 7:00 Campsite Check-out Inspection
 8:00 Campfire & Closing Ceremonies

SATURDAY

7:00 AM Reveille
 7:30 Breakfast
 8:00 Campsite Check-out inspection
 8:30 Depart for home



CAMP WILLIAM HINDS - 1991 - 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 PROJECT PERIOD	MERIT BADGE 1	MERIT BADGE 2	MERIT BADGE 1
9:30-10:20	MERIT BADGE 2	MERIT BADGE 1 PROJECT PERIOD	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 3 PROJECT PERIOD	MERIT BADGE 2
10:30-11:20	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 3 PROJECT PERIOD	MERIT BADGE 3
11:30-12:15	Cooking MB cookout GENERAL SWIM & OPEN BOATING	Cooking MB cookout Camping/Wild Surv MB overnight prep			

Troop Photos

12:00 - SPL Meeting
12:15 - WAITER'S CALL
12:30 - LUNCH
1:00 - SIESTA (Staff Swim)



	TROOP ROTATION 1 NATURE	TROOP ROTATION 2 AQUATICS	TROOP ROTATION 3 SCOUTCRAFT	TROOP ROTATION 4 CRAFTSHOP	TROOP ROTATION 5 ARCHERY RANGE	TROOP ROTATION 6 RIFLE RANGE	TROOP ROTATION 7 & 8 TROOP OR PATROL ACTIVITIES (YOU PLAN AND DO THESE ON YOUR OWN)	TROOP TIME TO PACK-UP, CLEAN-UP, AND TO PREPARE FOR CAMPWIDE EVENT
2:15-3:00								
3:10-3:55								
4:00-4:50								

OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT, SOFTBALL, VOLLEYBALL, SOCCER, ETC.

5:00 - STAFF & LEADER SWIM
5:45 - RETREAT
6:00 - DINNER

COOK OUT DINNER

VESPERS SERVICE

FAMILY CHICKEN B-B-Q

	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FISHING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES	MERIT BADGE EXTRA HELP SESSION TROOP ACTIVITIES	SPECIAL EVENTS TROOP ACTIVITIES CAMP FIRE & CLOSING CEREMONY
6:50-8:30 (or DUSK)					6:50-8:30 (or DUSK)
9:00 - CALL TO QUARTERS 9:30 - TAPS					

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



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 eight troop rotation periods will provide this opportunity. Two activities will be each afternoon, Monday thru Thursday. Each troop or patrol will have the opportunity to spend one period in each of the six program areas (Rifle range, Craftshop, Aquatics, Nature, Scoutcraft, and Archery Range) plus have a two hour troop activity. During each of these periods, 1 or 2 troops will be at each of the six program areas. The exact activity to take place at that program area will be scheduled by the Scoutmaster and/or SPL at the pre-camp planning meeting on Sunday. Although each troop will spend 1 period in Scoutcraft, they may all do different activities. One troop may want knife and ax instruction, another troop may want map & compass, another troop may want a hobo cooking demonstration, and yet another may want to learn how to make rope, etc. During the aquatics period, one troop may want to have a troop swim, another may want to play water polo, or another may want to go review lifesaving techniques or go boating. 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 seventh rotation period (2 hours), the troop may select free time, a troop run activity, a canoe trip, an out of camp hike, a service project, or an additional activity in either Scoutcraft or Nature. Adult leaders are expected to accompany their Scouts at all scheduled troop activities and maintain at least a 1:10 ratio.

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 Monday through Thursday, several different kinds of activities can occur.

TROOP ACTIVITY: Each troop may sign-up or schedule for additional troop activities in Nature, Scoutcraft, Service Projects, Conservation Projects, and Craftshop. You can challenge another troop to softball, volleyball, soccer, or basketball. 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.

EXTRA HELP: Scouts can also use this time to do "by appointment" merit badges or to make an appointment to get extra help from their counselors.



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

SPECIAL ACTIVITIES are scheduled for certain groups such as Fishing Merit Badge, Fingerprinting Merit Badge, and the Basic C.P.R. course.

OPEN AREAS: The following areas will be open for individual Scouts or patrols to take advantage of: Boating, Craftshop, Rifle range, and Archery range.

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. Troops may also schedule a troop swim at the Safe Swim Area during this time.

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



COOKOUTS:

Cookouts will be held starting on Wednesday dinner and will run Wednesday DINNER, Thursday BREAKFAST, and Thursday LUNCH. 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. Additional campwide events may be planned on Tuesday or Wednesday 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.

OTHER AWARDS AND ACTIVITIES AVAILABLE:

BSA Lifeguard

Offered June 30-July 6 & August 4-10.

See page 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 daily during merit badge session #3. 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.

POLAR BEAR SWIMS:

Troops may arrange for early morning swims with the Program Director at the Sunday planning meeting.



Basic C.P.R. Course:

Pre-register by mail or sign-up Sunday evening. This is a three-hour Basic CPR course. This course is required of Scouts taking First Aid and and Lifesaving Merit Badges. Each Scout must attend two sessions. The first session meets at the Rec Hall during siesta Monday (1:15-2:15) or in the Rec Hall from 4:00-5:00 PM Monday. The second session is either Tuesday or Wednesday evening (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. This is NOT CPR certification. A certified course will be offered to Scouts taking B.S.A. Lifeguard during week 1 and 6 only. A \$2.00 fee will be charged for the certification.



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 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. If a Scout catches his fish while he is at camp, he should bring a note signed by his Scoutmaster to the Nature Director.



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.

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.

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 breakfast Friday.



PATROL ADVENTURE AWARD

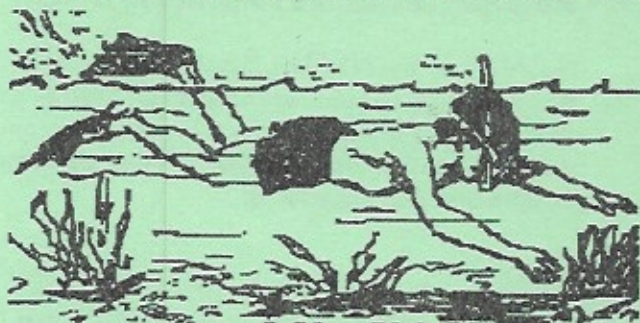
PURPOSE: Baden-Powell founded Scouting based on the Patrol Method. One of the functions of summer camp should be to emphasize and strengthen the patrol method by helping patrols and their leaders reach their full potential. The *Patrol Adventure Award* is designed to recognize all patrols that function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



Snorkeling, BSA:

Not available to first year campers. Participants must have Swimming Merit Badge. Meets during merit badge session 1. Scouts are encouraged to bring their own gear.

WIND-SURFING:

Wind-surfing or sail-boarding will be available during Troop boating periods and during open-boating for Scouts 13 years of age 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. One session will be held at 4 PM on Tuesday afternoon additional sessions will be scheduled as needed. Adult Leaders are also welcomed. A fee will be charged for the ammunition and clay pigeons.





OPEN WATER SKIING & MOTOR BOATING:

On Wednesday evening Scouts who are at least 13 years old and already have swimming Merit badge will have the opportunity to take a ride in the motorboat or try their hand at waterskiing. This is not for Scouts who have or are taking Motorboating or Waterskiing Merit Badge.

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.

SPECIALTY MERIT BADGES:

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

merit badges. The merit badges to be offered will be announced at breakfast on Monday morning. They will be scheduled for 11:30 (Mon, Wed & Thurs), 4 PM (Mon thru Thurs) or 7 PM (Mon thru Thurs).

MERIT BADGES BY APPOINTMENT:

Some merit badges are not offered in the regular merit badge schedule, but are offered as appointment only badges. If a Scout wishes to take one of these, he needs to make a personal appointment with the counselor at Advancement signup on Sunday. Scouts can not pre-register for these by mail. It is expected that the Scout has done a considerable amount of preparation for the badge at home. He should bring his paper work and other documentation with him when he goes to make the appointment. No classes are held for these merit badges. Appointments for these badges are usually held between the Scout and the counselor at 11:30, 4:00 PM or 7:00 PM. Our experience shows that first and second year Scouts usually are not successful with these badges, since they generally require more independent work than those badges which are scheduled as classes.

SAMPLE SCHEDULES:

Scoutmasters should counsel their Scouts so that they get a schedule with variety and one that they can be successful with. Here are some sample first year schedules:

Scout 1

- Period 1 - Basketry MB
- Period 2 - Swimming MB (Must be Swimmer)
- Period 3 - Basic Scout Skills

Scout 2

- Period 1 - Mammal Study MB
- Period 2 - Basic Scout Skills
- Period 3 - Swimming Instructions

Scout 3

- Period 1 - Rowing MB (Must be Swimmer)
- Period 2 - Leatherwork MB
- Period 3 - Basic Scout Skills

Scout 4

- Period 1 - Basic Scout Skills
- Period 2 - Woodcarving MB
- Period 3 - Swimming Instructions



SPECIALTY WEEKS FOR OLDER SCOUTS

CYCLING TREK:

This program will take place during the week of June 30 thru July 6 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 5 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 June 30 thru July 6. Other than this week and Aquatics week, B.S.A. Lifeguard will not be a regular program feature at camp this summer. See page 5 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 4-10. See page 5 for more details.



TRAIL TO EAGLE WEEK:

During the week of August 11-17, 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 6 for more details.



CAMP WILLIAM HINDS - 1991 - TRAIL TO EAGLE SCHEDULE

TIME ACTIVITY

SUNDAY

2:00 Front Gate opens. The gate will be locked until 2:00.
 2:00 Check-in, Medical re-check, Swim classification
 5:45 Formal Retreat and waiter's call
 6:00 Dinner
 7:00 Merit Badge Sign-up
 8:30 Welcome Campfire
 10:00 Troop Meeting & Informational Session
 10:15 Taps

MONDAY-FRIDAY

7:00 Reveille
 7:15 Waiter's Call
 7:30 Breakfast
 8:00 Troop site clean-up
 8:30-9:20 Swimming M.B. Citizenship in Community M.B. - Rec Hall
 Lifesaving MB Camping MB Environmental Science (Double period)
 Eagle Seminar - Council Ring
 9:30-10:20 Swimming MB Citizenship in the World - Rec Hall
 Lifesaving MB First Aid MB Environmental Science (Double period)
 Eagle Seminar - Council Ring
 10:30-11:20 Swimming MB Camping MB Environmental Science (Double period)
 First Aid MB Safety MB - Rec Hall
 Eagle Seminar - Council Ring
 11:30-12:15 General Swim & Open Boating
 12:15 Waiter's Call
 12:30 Lunch
 Siesta
 2:15-3:00 Forth Advancement Period
 Emergency Preparedness- Tarp Behind Rec Hall
 Personal Fitness MB - Rec Hall
 Eagle Seminar - Council Ring
 3:10-3:55 Fifth Advancement Period
 Communications - Tarps behind Rec Hall
 Personal Management MB - Rec Hall
 Eagle Seminar - Council Ring
 4:00-4:50 General Swim
 5:00 (Staff Swim)
 5:45 Formal Retreat
 6:00 Dinner
 6:50- dusk Evening Advancement Period (Mon-Thurs)
 Citizenship in the Nation (6:50-9:00) - Rec Hall
 Open Areas
 9:15 Troop meeting (Mon-Thurs)
 10:00 Taps

FRIDAY EVENING

5:45 Formal Retreat
 6:00 Family Chicken B-B-Q
 8:30 Campfire & Closing Ceremony
 9:15 Depart for home



CAMP WILLIAM HINDS - 1991 - AQUATICS WEEK SCHEDULE

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

Return from over-
night canoe trip
COOK OUT BREAKFAST

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
MERIT BADGE 1	MERIT BADGE 1 PROJECT PERIOD	MERIT BADGE 1	MERIT BADGE 2	MERIT BADGE 1
MERIT BADGE 2	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 3 PROJECT PERIOD	MERIT BADGE 2
MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3 PROJECT PERIOD		MERIT BADGE 3
Volleyball	Rifle Range	Archery Range	Shotgun Range	Volleyball
11:30-12:15				

12:00 - Senior Patrol Leader's Meeting
12:15 - WAITER'S CALL
12:30 - LUNCH
1:00 - SIESTA (CPR- Monday-everyone)

GENERAL SWIM & OPEN BOATING

COOK OUT LUNCH		TROOP TIME TO PACK-UP, CLEAN-UP AND TO PREPARE FOR CAMPWIDE EVENT	
Sail- ing	Boat- ing	Snork- eling	Motor- boat- ing
MILE SWIM	MILE SWIM	Snork- eling	Boat- ing
Prepare for over- night canoe trip	OVERNIGHT CANOE TRIP	Snork- eling	Boat- ing
2:15-3:00	3:10-3:55	4:00-4:50	

5:00 - STAFF & LEADER SWIM
5:45 - RETREAT
6:00 - DINNER

VESPERS SERVICE

COOK OUT DINNER

FAMILY CHICKEN B-B-Q

MILE SWIM	MILE SWIM	Water polo VS Wilderness	6:50-8:30
		CAMP FIRE & CLOSING CEREMONY	

9:00 - CALL TO QUARTERS
9:30 - TAPS

CAMP WILLIAM HINDS

TROOP GOOD TURNS

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

KITCHEN & POINT: Pick up papers, etc. All around the Dining Hall and Chipmunk Point.

TRIANGLE & COUNCIL RING: Pick up paper from Dining Hall to Blockhouse to Recreation Hall and back to Dining Hall.

CRAFTSHOP: Pick up the area of all litter.

HEALTH LODGE: Do whatever the nurse needs done at the Health Lodge.

WATERFRONT & PARADE GROUNDS: Pick up papers and lost and found items in the area.

RECREATION HALL & TRADING POST: Pick up papers, etc around the outside of these building.

CAMPER SHOWER HOUSE
Pick up papers, etc outside and inside. Sweep out shower building.

CAMP ROAD: Pick up litter on both sides of the road from the blockhouse to the camp gate.

Monday	Tuesday	Wednesday	Thursday	Friday
Baden-Powell	Pershing	Brownsea	Siple	Dan Beard
Bailey	Ridgway	Byrd	Tenny	MacMillan
Brownsea	Siple	Dan Beard	West	Maguire
Byrd	Tenny	MacMillan	Wilderness	Patrick
Dan Beard	West	Maguire	Baden Powell	Pershing
MacMillan	Wilderness	Patrick	Bailey	Ridgway
Maguire	Baden Powell	Pershing	Brownsea	Siple
Patrick	Bailey	Ridgway	Byrd	Tenny

SENIOR PATROL LEADER'S PAGES

YOUR JOB BEFORE CAMP:

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



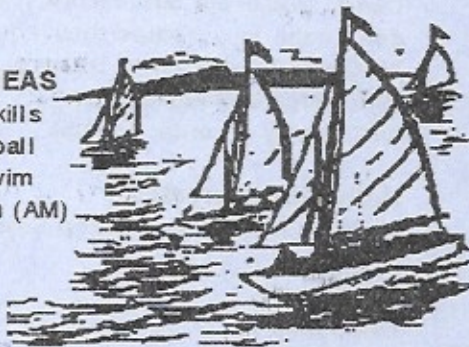
not need to schedule times for any activities, you only need to decide which activities you wish to do. Please bring this sheet with you to the Pre-camp planning meeting which is held at the Rotary Training Center at 12:30 on Sunday. It is important for you, the Senior Patrol Leader, to be there with your Scoutmaster.

TROOP ROTATION PERIODS:

As described earlier in the Camp Guide, your troop will have the opportunity to visit the 6 major program areas in camp during the eight 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 seventh and eight period (a two-hour block - or three hours if you wish to continue into the 4:00 PM open area time slot), you can plan a troop run activity, free time, a canoe trip, an out of camp hike, a service project, or an additional activity at Nature or Scoutcraft. Here are some ideas:

AQUATICS IDEAS

Basic Rescue Skills
Balloon Volleyball
Instructional Swim
Polar Bear Swim (AM)
Safe Swim
Troop Boating
Troop Swim
Water Games



CRAFTSHOP IDEAS

Barrel Painting
Basketry Projects
Craftstrip Projects
Indian Crafts
Leather Projects
Metalwork Projects
Nature Crafts
Neckerchief Slides
Patrol Flags
Plaster Casting
Sign Making
Woodburning



Silk Screen Printing
Stencil Craft
Woodcarving

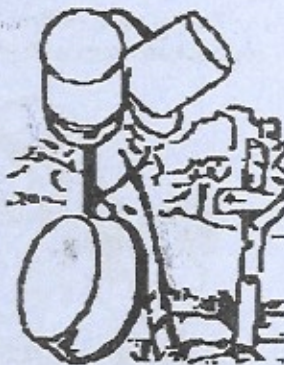
NATURE-CONSERVATION IDEAS

Aquatic Environment Study
Bird Feeder Building
Bird Identification Hike
Conservation Projects
Edible Plants
Forestry Projects
Geology Hikes
Make Trail Signs
Nature Games
Nature Hike
Onion Hunt
Scavenger Hunt
Tracking Game
Solar Clocks & Compasses
Swamp Romp (Beginners and Swimmers only requires old clothes/shoes that can get wet and muddy)
Trail Improvement Project
Wildlife Habitat Improvement
Weather Instrument Construction



SCOUTCRAFT IDEAS

Aluminium Foil Cooking Utensils
Backpacking Preparation
Backwoods Cooking
Bread & Biscuits
Camp Gadgets
Compass Course Game
Compass Hike
Cooking Demonstration
Cooking with Charcoal
Cooking With Liquid Fuel & Propane
Dutch Oven Cooking
Firebuilding
Flint & Steel



SCOUTCRAFT IDEAS (cont)

Foil Cooking
Hobo & Solar Cooking
Knot Relay
Knots, Lashings, & Splices
Lashings
Low Impact Camping
Map & Compass Treasure Hunt
Map Reading
Measuring Heights & Distances
Menu Planning
Orienteering
Pancake Flipping
Pioneering Projects
Rope Making
Shelter Making
Signaling
Splices
Survival Tricks
Tent Pitching
Trail First Aid
Wood Splitting



TROOP OR PATROL ACTIVITIES

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

Work on Patrol Adventure Award

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

Tug of war

Go fishing

Basketball

Soccer

Softball

Volleyball

Ultimate (frisbee)

Overnight hike*

Canoe trip (day or overnight*)



(* = These require that you fill out a trip application form with the Program Director.)



Use this space to record what your troop wants to do during Troop Rotation Periods

TROOP ROTATION REQUESTS	
AREA	ACTIVITY YOUR TROOP WANTS
NATURE	
AQUATICS	
SCOUTCRAFT	
CRAFTSHOP	
ARCHERY	Orientation and Troop Shoot
RIFLE	Orientation and Troop Shoot
TROOP OR PATROL ACTIVITIES (You plan and do these on your own)	

AFTERNOON ACTIVITIES :

There are four afternoon periods where your troop can schedule troop activities. Monday thru Thursday 4:00-4:50. It is important not to over-schedule. Leave yourselves some time to work on merit badges or relax.

OPEN AREAS:

Certain areas are automatically open and you don't need to schedule them - just show up. They are: General Swim, Boating, Craftshop, the Rifle Range and Archery Range. (Shotgun 4:00 on Tuesday for older Scouts)

Nature-Conservation:

Anything listed under 'Troop Rotation'

Scoutcraft:

Totin' Chip

Firem'n Chit

Anything listed under 'Troop Rotation'



Service Projects:

All kinds - see your commissioner

Health & Safety:Operation Rescue
Basic First Aid Review**Sports:**Volleyball
Soccer
Basketball
Softball
Ultimate (frisbee)**On your own:**

There are many activities your troop can do on its own and don't need to be scheduled. See list under 'Troop Rotation'

Use this space to record what your troop wants to do at 4:00 PM

4 PM	ACTIVITIES YOUR TROOP WANTS
1	
2	
3	
4	

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

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

OPEN AREAS:

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

Nature-Conservation:Star Hike (after dark)
Anything listed under 'Troop Rotation'**Scoutcraft:**Totin' Chip
Firem'n Chit
Anything listed under 'Troop Rotation'**Service Projects:**

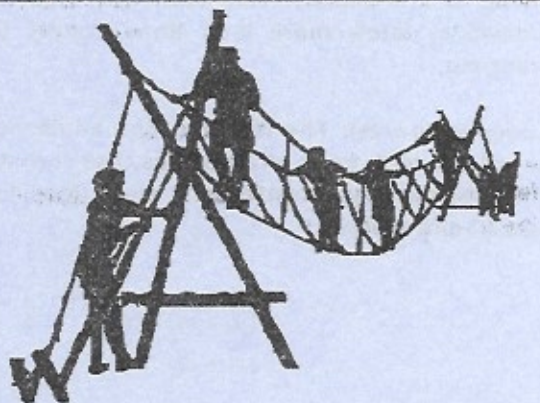
All kinds - See your commissioner

Sports Competitions:Basketball
Volleyball
Soccer
Softball
Ultimate (frisbee)**Aquatics Activities:**Balloon Volleyball
Water Volleyball
Water Basketball
Water Polo
Troop swim at Safe Swim Area

Note: Waterfront activities are 30 minute sessions and may be scheduled at 7:00 or 7:45.

Use this space to record what your troop wants to do in the evening

6:50 PM	ACTIVITIES YOUR TROOP WANTS
1	
2	
3	
4	



CAMP WIDE EVENTS:

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 Wednesday 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) Skit Campfire: One Troop builds the campfire, others put on skits and provide song leaders. The staff may be asked to assist.

4) 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.

5) 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. This event can also be modified to allow more than three Scouts to participate.

6) 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".

7) 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.

8) Staff vs. Scoutmaster & SPL Volleyball game: A team made up of staff members play a team made up of Scoutmasters and Senior Patrol Leaders in a game of volleyball.

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

COOKOUT BREAKFAST

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
8:30-9:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	8:30-9:20
9:30-10:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	9:30-10:20
10:30-11:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	10:30-11:20

COOK OUT LUNCH

2:15-3:00					TROOP TIME TO PREPARE FOR CAMPWIDE EVENT	2:15-3:00
3:10-3:55					CAMPWIDE EVENT	3:10-3:55
4:00-4:50						4:00-4:50
		VESPERS	COOK OUT DINNER			
6:50-8:30 (or Dusk)				ADVANCEMENT	CAMPFIRE	6:50-8:30 (or Dusk)

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.

TRRSCHED/H91



TROOP INSPECTION SHEET

Troop: _____ Campsite: _____

Day: _____ Inspector: _____

Score

I. SCOUT SPIRIT:

- _____ (0-4) 1. Promptness. On time for all activities. Leaders present.
- _____ (0-4) 2. General Behavior through out camp.
- _____ (0-4) 3. Camp Courtesy.
- _____ (0-4) 4. Campwide Good turn completed.
- _____ (0-4) 5. American Flag flying, properly stored in bad weather.

II. HEALTH, SAFETY & CONSERVATION:

- _____ (0-4) 1. Ground cover in place.
- _____ (0-4) 2. Clothes lines are behind tents, away from trails and at least 6 feet high.
- _____ (0-4) 3. Two fire buckets filled with clean water at each tent or shelter.
- _____ (0-4) 4. Site fire barrel filled with clean water.
- _____ (0-4) 5. Fire equipment in place. Hoses coiled & properly stored.
- _____ (0-4) 6. Woods tools and other equipment properly stored.

III. ORDERLINESS:

- _____ (0-4) 1. Tents or shelters and personal gear neat.
- _____ (0-4) 2. Damp clothes on clothes lines.
- _____ (0-4) 3. Ridge poles clear of ropes, etc.
- _____ (0-4) 4. Tent flaps rolled to inside in good weather, down in bad. All guy lines properly tightened. (Tight in fair weather, loose in damp or rainy weather, nothing attached.)

IV. CLEANLINESS:

- _____ (0-4) 1. General appearance of troop site. Grounds clear of litter (but not raked).
- _____ (0-4) 2. Trails policed completely.
- _____ (0-4) 3. Troop fireplace cleaned out. (Fire attended if burning.)
- _____ (0-4) 4. Troop wash area clean, faucets off.
- _____ (0-4) 5. Tent platforms clean (swept off and no trash under).
- _____ (0-4) 6. Picnic tables clean.
- _____ (0-4) 7. Latrine clean with toilet paper on hand.

V. ORGANIZATION:

- _____ (0-4) 1. Troop bulletin board with program, duty rosters, Fireguard chart up-to-date, and emergency procedures posted.
- _____ (0-4) 2. Troop site improvement.
- _____ (0-4) 3. Evidence of patrol method in use.

=====

_____ (0-100) TOTAL

Scoring:

93-100 Excellent

85-92 Good

75-84 Fair

0-74 Poor



**Bring this
handbook
to camp
with you !**