Summer Camp Guide

Camp William Hinds

Pine Tree Council

Boy Scouts of America

65th Anniversary

A guide for Scouts, Parents and Leaders
# 1992 Camp Administration:

Tom Peaco.................................................Camp Director
Dean B. Zaharis.................Assistant Camp Director/Program Director
Bryan Moore..............................Assistant Camp Director
Peter Klepsig...........................................Camp Ranger

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**SUMMER CAMP GUIDE:**

Editor......................Dean B. Zaharis
Contributors.............Marty Kadel
                        Tom Peaco
                        Dean B. Zaharis
GENERAL INFORMATION FOR SCOUTS, PARENTS AND LEADERS

CHECK-IN:
The Camp Gate will be locked until 2:00 P.M. This will allow the staff adequate time to prepare for your arrival. You will be met by a Commissioner and Staff Guide upon arrival. Troops are encouraged to put all their gear, troop and personal, into one or two vehicles. These vehicles may be driven along the camp road for unloading, but must be moved immediately afterwards to designated parking areas. Passenger vehicles will be asked to park in the areas near the camp gate and Cadigan Lodge. This will help alleviate traffic congestion on the camp road. Troops assigned to Ridgeway, Tenny, Maguire, Brownsea, Bailey, or Siple sites will be directed to a loading area where the Camp Truck will transport equipment to each site. NO private vehicles will be allowed down the Tenny or Ridgeway Roads or in the Dining Hall Area. Please co-operate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director only.

CHECK-OUT:
The camp week will officially end after breakfast on Saturday morning, but there will be no program following breakfast. Troops needing to depart Friday night may do so directly after the campfire with the permission of the Camp Director.

Advancement packets will be distributed at the end of the campfire. Due to the amount of work necessary to get these packets together, no advancement forms can be picked up prior to this time. We ask that troops leaving Friday night be ready for check-out inspection of their campsites immediately following the B-B-Q (7:00-7:15 PM). Troops staying overnight should be packed and prepared to leave by 8:30 AM. We have between 200 and 300 Cub Scouts arriving each Saturday morning, so your co-operation is crucial.

MEDICAL FORMS:
In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of campers and adults. For all RESIDENT CAMP experiences (Boy Scout Camp, High Adventure, and the Webelos Overnight 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.
VISITORS and LEAVING CAMP:
It is imperative that visitors (excluding check-in and Friday evening) check-in at the Camp Office. Adult leaders who plan to leave camp during the week should notify the Camp Office. Scouts leaving camp must sign out at the Camp Office.

VISITORS DAY & BBQ
Parents and visitors are asked to leave by 4:30 P.M. on Sunday afternoon. Friday is parent's night. Parents will be allowed into camp at 5:00 P.M. and will be allowed to stay through the campfire.
Scoutmasters are requested to make B-B-Q reservations and payments on Sunday, with a deadline of Tuesday noon. Tickets will be on sale at the Trading Post Sunday. The price is $5.00 per person. (Scouts & Leaders attending Camp for the week - Free)
Please encourage all parents to attend the B-B-Q and Campfire.
Parents are allowed into camp on Saturday morning to assist with packing and check-out for those units staying overnight Friday.

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

MARK ALL GEAR:
Scouts should put their name on every item they bring to camp. Each year there is a host of items lost and unclaimed. A Scout is thrifty, and if all items are clearly marked with owner's name, thrift can be practiced.
VEHICLES & PARKING:
All vehicles must be stored in the visitor's parking lot near MacMillan campsite. Troop vehicles will be allowed to load and unload (Sunday 2:00 - 4:30, Friday evening, and Saturday AM) along the camp road, although the Tenny and Ridgway Roads will remain closed. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to increase camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged through the Camp Director.

Persons under the age of 18 may not have vehicles in camp without prior written permission of the Camp Director.

ORDER OF THE ARROW
One of the prerequisites for election into the Order of the Arrow states that one must have experienced 15 days and nights of camping, including one long-term camping experience as defined by the local council, within 2 years immediately prior to election to candidate status. Scouts and/or troops that depart on Friday night will have completed their long term camping requirement.

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

SUMMER SCHEDULE:

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<thead>
<tr>
<th>Week #</th>
<th>Dates</th>
<th>Activity</th>
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<tbody>
<tr>
<td>1</td>
<td>July 5-11</td>
<td>Troop Camping</td>
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<tr>
<td>2</td>
<td>July 12-18</td>
<td>BSA Lifeguard Week</td>
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<tr>
<td>3</td>
<td>July 19-25</td>
<td>Provisional Camping</td>
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<tr>
<td>4</td>
<td>Jul 26-Aug 1</td>
<td>Provisional Camping</td>
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<tr>
<td>5</td>
<td>Aug 2-8</td>
<td>Troop Camping</td>
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<tr>
<td>6</td>
<td>Aug 9-15</td>
<td>Provisional Camping</td>
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<tr>
<td>7</td>
<td>Aug 16-22</td>
<td>Troop Camping, BSA Lifeguard Week</td>
</tr>
</tbody>
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CAMP FEES:
The following are the 1992 Camp Fees:

<table>
<thead>
<tr>
<th>Category</th>
<th>Local Out-of-Council</th>
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</thead>
<tbody>
<tr>
<td>Troop Camping</td>
<td>$110.00</td>
</tr>
<tr>
<td>Provisional</td>
<td>$115.00</td>
</tr>
<tr>
<td>BSA Lifeguard</td>
<td>$115.00</td>
</tr>
</tbody>
</table>

EARLY BIRD SPECIAL:
A $10.00 discount will be given on all fees paid in full by May 15th.
STAY-OVER FEES:
If it is absolutely necessary for a Scout to stay in camp for the weekend between two weeks, the fee is $15.00 to cover of food. There is no specific program for Scouts who stay over the weekend, so they are encouraged to go home if at all possible.

CAMPSHIPS:
It is the policy of the Pine Tree Council to provide assistance to Scouts who would not be able to attend camp without financial aid. A number of partial campships will be granted this summer. A confidential campsership application form is available by contacting the Council Service Center or you may duplicate the form on page 7 of this manual locally.

WHAT TO PACK:
Personal Gear:
- Scout Uniform (extra parts)
- Extra pants & socks & shirts
- Extra underwear, Extra Towels
- Extra shoes, Rain Gear, Pillow
- Sleeping bag or Blankets, Swim suit
- Cook kit and knife, Fork & spoon
- Flashlight with extra batteries
- Jacket or sweater
- Toilet articles, Scout Handbook
- Photocopy of Medical Form
- Paper & pen/pencils for M. B. work
- See Merit Badge Pre-requisites for other items needed for the merit badges you are taking.

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

TROOP PHOTOS:
As usual we will be having a photographer coming into camp to take troop pictures. At printing time, all the details are not firm but what we anticipate is that troop pictures will be taken Tuesday before and after lunch. They will be processed and returned to us before the end of your stay in camp. The photos are 8 x 10 color prints in a gray frame. Each troop needs to collect money from their Scouts and turn it into the trading post on Sunday. Photo payments must be paid by cash or check and should be one payment for the entire troop. Photos can not be charged to your troop account. We anticipate that the cost will be about $5.00 each. More details will follow at a later date.

LEAVE AT HOME:
Sheath knives, Fireworks, Firearms, Ammo, Bows & Arrows, Radios & Televisions, Walkmans, electronic games, Alcoholic Beverages and illegal drugs. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director.
DUTY TO GOD:
There will be a brief non-denominational service during each week, on Tuesday evening directly following dinner in the council ring. All Scouts and Scouters are strongly encouraged to attend.

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

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

MAIL:
Out-going mail should be placed in the mail box outside the Health Lodge. In-coming mail arrives at camp in late afternoon and may be picked-up by the Adult Leader at the Trading Post.

BSA LIFEGUARD WEEK:
B.S.A. Lifeguard is a three year certification recognized in most states, including Maine, for persons wishing to work at public beaches or summer camps. It is roughly equivalent to, and in many ways more comprehensive, than the Red Cross Senior Lifesaving program. The Boy Scouts also require that a B.S.A. Lifeguard (or equivalent) be present at all troop or pack swimming, canoeing, or other aquatic events. Because of the intensity of the program, Camp Hinds is offering two special sessions for Scouts interested in this award during the week of July 5-10 and August 16-21. Other than these weeks, B.S.A. Lifeguard will not be a regular program feature at camp this summer. This award is also available to adults. For this program only, we will accept camper registrations from adults. Prerequisites needed for B.S.A. Lifeguard include, Swimming, Lifesaving, Rowing, Canoeing, and First Aid Merit Badges. Adults must be able to pass all the requirements for those badges.

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

Dates: July 5-11, July 12-18, July 19-25, July 26-August 1, August 2-8 and August 9-15
Not all Scout troops can go to summer camp or some Scouts would like to stay at camp longer than the troop does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. The camp will provide the leadership by having qualified trained Scoutmaster and assistants, serve as your boys' leaders for the week. Each Scout will join the provisional troop in Wilderness campsite which is made up of Scouts from different troops throughout the area. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making new friends from around the council. This program is a great way for boys to spend an extra week at camp after their own troop has gone home. It will extend the fun and adventure of summer camp. In addition to taking part in the individual advancement program, the provisional campsite will be organized like a troop and will participate as a group in camp activities. Each week will be filled with hikes, games, campfires, and competitions and some other extra activities available only to provisional campers.

CAMP STAFF AND CIT PROGRAM:

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

ALUMNI ASSOCIATION

If you have attended a Pine Tree Council sponsored program held at Camp William Hinds for a period not less than 24 hours you are eligible to be a member of the alumni association. The Camp Hinds Alumni Association was formed in 1974 out of a growing need to organize the volunteers who wanted to help out at camp. Its purpose is to aid the Pine Tree Council, Inc. in the promotion, maintenance, and development of Camp William Hinds. In 1980, the association was incorporated with the State of Maine in order to expand its resources. Since its beginning, the association has provided supplies, materials, and many man-hours of work to Camp Hinds. A member of the association will be in camp during your stay to recruit new members.
Pine Tree Council, Inc

CAMPERSHIP APPLICATION

Youth's Name________________________________________ Pack/Troop #____

Address________________________________________________________________________

______________________________________________________________________________ Zip________

Has this Scout received a Pine Tree Council campership in the past?____________

Does his Pack/Troop conduct a fundraiser(s) for camp?____________________________

Did this Scout participate?_______________________________________________________

How much are you (unit & family) able to pay towards camp? $____________________

Campership to be applied towards: (check one)

___ Camp Hinds - Boy Scout Week          ___ Camp Batamazeen - Boy Scout Week

___ Bomazeen Webelos Camp

___ Abnaki (Camp Gustin) Cub Day Camp     ___ Casco Bay (Camp Hinds) Cub Day Camp

___ York (Camp Nutter) Cub Day Camp       ___ K-Valley (Bomazeen) Cub Day Camp

___ Snowshoe (Rumford) Cub Day Camp       ___ Downeast (Wiscasset) Cub Day Camp

Please describe briefly, but specifically, why a campership is requested:

______________________________________________________________________________

______________________________________________________________________________

All information on this form is confidential. Although a full campership may be awarded, that will be the exception rather than the rule. Pine Tree Council believes that each Scout should contribute something towards camp. This policy also allows us to utilize our limited funds for more individuals. It should be understood that we do not award camperships for Fun Pack Weekends, Day Camp bus fees, or extra weeks at camp. Campership applications received before the Early Bird deadline of May 15th will be awarded using the Early Bird fee. Those applying after May 15th will be responsible for that extra amount. Unit Leaders will be notified as soon as a decision has been made.

Signature of Unit Leader __________________________ Date ________________

Signature of Parent __________________________ Date ________________

Please Duplicate this page for each SCOUT FAMILY
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.

Please Duplicate this page for each SCOUT FAMILY
1992 - DAILY PROGRAM DESCRIPTION

BASIC SCOUT SKILLS - FIRST YEAR SCOUTS:

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 sign-up form is found on page 26. Scouts should report to the Basic Scout Skills area near Boone Cabin. 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


**Session D:**
- 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 E:**
- T:11a - Heimlich maneuver
  - T:11b - First aid for minor injuries
  - S:6a - Hurry Cases (breathing, bleeding, poisoning)
  - S:6c - Object in eye, bites, puncture wounds, burns, shock

**Tues. Period 1 (8:30-10:20), Wed. Period 2 (9:30-11:20), Thurs. Period 3 (9:30-11:20)

**Session F:**
- F:2 - Using a compass, complete orienteering course

**Session G:**
- S:4 - Participate in an approved service project

**Session H:**
- 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 J:**
- S:2c - Prepare tinder, kindling, and fuel for fire building

**Session K:**
- F:8b - Bandages for head, upper arm, collar bone, ankle
  - F:8c - Transport by yourself and with help, a person
  - F:8d - Signs of heart attack. Explain steps to CPR

**NOTE:** When more than one topic is listed in a session, all topics are included in that session.

Please duplicate this page for each SCOUT FAMILY.
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
- 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
- Period 2: Leatherwork MB
- Period 3: Basic Scout Skills
Scout 4
- Period 1: Basic Scout Skills
- Period 2: Woodcarving MB
- Period 3: Swimming Instructions

MB TIME 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.

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

MERIT BADGE PREREQUISITES

Archery: Not recommended for first year Scout campers, without previous experience. Must be able to demonstrate the ability to handle a bow 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.

MB DEADLINE:
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.

Please Duplicate this page for each SCOUT FAMILY
Camping: Not recommended for first year Scout Campers. Need to complete requirements 8a & 8c before camp. Will be attending an overnight on Wednesday. Must have a backpack for the overnight. A tent would be helpful.

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 Thursday.

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 signup.

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. Should have completed knots and lashes requirements up through and including First Class.

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: Must be a swimmer. Could be difficult for small Scouts. Need shoes that can get wet for swamping.

Shotgun Shooting: Must be 13 years old or have Rifle Shooting Merit Badge. Limited to First 12 Scouts. Projected cost: $14.00.

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: Must be classified as a “Swimmer” by the Camp Hinds Aquatics Director. Must have long-sleeve button-up shirt and long pants (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. Will be attending an overnight on Wednesday.

Wood Carving: Recommended for all Scout Campers. Purchase of some materials required. Scouts need a Jack-knife.

Projected cost: $1.25

Please Duplicate this page for each Scout Family.
## CAMP WILLIAM HINDS - 1992 - ADVANCEMENT SCHEDULE

<table>
<thead>
<tr>
<th>AQUATICS</th>
<th>CRAFTSHOP</th>
<th>NATURE-CONSERV.</th>
<th>SCOUTCRAFT</th>
<th>SHOOTING SPORTS</th>
<th>HEALTH LODGE</th>
<th>SCOUT SKILLS</th>
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<tbody>
<tr>
<td><strong>FIRST</strong></td>
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<td>M 8:30-9:20</td>
<td>Rowing MB</td>
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<td>T 8:30-10:20</td>
<td>Small-Boat</td>
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<tr>
<td>W 8:30-9:20</td>
<td>Sailing MB</td>
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<td>Snorkeling BSA</td>
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**Speciality Merit Badges offered to Scouts 13 or older will be announced at Breakfast on Monday.**
# Camp William Hinds - 1992 - Daily Schedule

## Sunday:
- **12:30** Scoutmaster & S.P.L.'s planning meeting
- **2:00** Front gate opens. The gate will be locked until 2:00 PM. (Please be prompt but not early).
- **2:00** Check-in, Medical re-check, Swim classification
- **2:00-4:00** Advancement sign-up for new Scouts & Provisional
- **5:45** Formal Retreat and waiter's call (5:40)
- **6:00** Dinner
- **6:45 (approx)** Waterfront orientation
- **7:15** Troop time
- **8:15** Welcome Campfire (Meet at flag pole)
- **9:15** Call to Quarters (Scouts in their own campsite)
- **9:25** Tattoo (Scouts in bed)
- **9:30** Taps (Scouts lights out and quiet)
- **9:50** Adult Cracker Barrel in Dining Hall

## Monday-Friday:
- **7:00** Reveille
- **7:10** Waiter's Call
- **7:25** Mess Call
- **7:30** Breakfast (Cookout Thursday)
- **8:00** Troop site improvement/Campsite inspection by SPL
- **8:00** Sick Call

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<th>1st Period</th>
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- **11:30-12:15** General Swim - Open Boating
- **12:00** S.P.L. Meeting Behind the Rec Hall

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<th>12:10</th>
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<tr>
<td>Lunch (Cookout Wednesday)</td>
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<td>Camp-wide Good Turn</td>
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<tr>
<td>Fourth Activity Period</td>
<td>3:10-3:55</td>
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<td>(Staff &amp; Leader Swim)</td>
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<tr>
<td>Fifth Activity Period</td>
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<td>Sixth Activity Period</td>
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<tr>
<td>Formal Retreat (except Wednesday)</td>
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<td>Dinner (Cookout Wednesday, Family Chicken B-B-Q Friday)</td>
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<td>Call to Quarters (Scouts in campsites)</td>
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<td>Taps (Scouts lights out and quiet)</td>
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## Friday:
- **5:45 PM** Formal Retreat
- **6:00** Chicken B-B-Q
- **7:00** Campsite Check-out Inspection
- **8:15** Campfire & Closing Ceremonies

## Saturday:
- **7:00 AM** Reveille
- **7:30** Breakfast
- **8:00** Campsite Check-out Inspection
- **8:30** Depart for home (Have a safe trip)

Please duplicate this page for each Scout Family.
<table>
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<tr>
<th>Time</th>
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<td>Waiter's Call</td>
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<td>9:30-10:20</td>
<td>Merit Badge 2</td>
<td>Merit Badge 2, Project Period</td>
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<td>Merit Badge 3</td>
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<td>Merit Badge 3</td>
<td>Merit Badge 3, Project Period</td>
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<td>11:30-12:15</td>
<td>Cooking MB cookout</td>
<td>Cooking MB cookout</td>
<td>Camping MB overnight prep</td>
<td>Cooking MB Cookout</td>
<td>GENERAL SWIM &amp; OPEN BOATING</td>
<td>11:30-12:15</td>
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<td>12:00-12:30</td>
<td>Troop Meeting</td>
<td>Troop Photos</td>
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<td>Troop Photos</td>
<td>Troop Time to Pack-Up, Clean-Up, Prepare for the Campwide Event</td>
<td>12:00-12:30</td>
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<td>13:00-14:00</td>
<td>Troop Rotation 1</td>
<td>Troop Rotation 3</td>
<td>Troop Rotation 5</td>
<td>Troop Rotation 7 &amp; 8</td>
<td>Troop Time to Pack-Up, Clean-Up, Prepare for the Campwide Event</td>
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<td>Troop Rotation 2</td>
<td>Troop Rotation 4</td>
<td>Troop Rotation 6</td>
<td>Troop or Patrol Activities</td>
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<td>Troop Time to Pack-Up, Clean-Up, Prepare for the Campwide Event</td>
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<td>16:00-17:00</td>
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<td>Call to Quarters</td>
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<td>23:00-00:00</td>
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**Open Areas = Swimming, Open Boating, Craftshop, Rifle Range, Archery Range, Troop Activity = Nature, Scoutcraft, Service Project, Softball, Volleyball, Soccer, etc.**

**Campwide Event**

**Family Chicken B-B-Q**

**Troop Activity = Nature, Scoutcraft, Service Project, Softball, Volleyball, Soccer, etc.**
TROOP AND INDIVIDUAL ACTIVITIES

TROOP ROTATION PERIODS:

We believe that each Scout that comes to camp should have the opportunity to experience each of the major program areas in camp. The eight troop rotation periods will provide this opportunity. Two activities will be held each afternoon, Monday thru Thursday. Each troop or patrol will have the opportunity to spend one period in each of the camp's 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 one 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 hoer 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 a water game, 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. Adults 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. We will be asking Scoutmasters and other adults to volunteer as lifeguards during general swims. As usual, leaders are welcome at staff swims.
4 PM ACTIVITIES:
(4:00-4:50) During the late afternoon period on Monday through Thursday, several different kinds of activities can occur.

TROOP ACTIVITIES: (4:00-4:50)
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: (4:00-4:50)
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: (4:00-4:50)
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:
SPECIAL ACTIVITIES are scheduled for certain groups such as Fishing Merit Badge, Fingerprinting Merit Badge, and the Basic C.P.R. course.
OPEN AREAS: (6:50-8:30 or dusk)
The following areas will be open for individual scouts or patrols to take advantage of: Boating, Craftshop, Rifle range, and Archery range.

TROOP ACTIVITIES: (6:50-8:30)
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: (6:50-8:30)
Troops will be able to challenge other troops to various activities such as softball, volleyball, soccer, basketball, water volleyball, ball, or water polo etc.

COOKOUTS:
Cookouts will be held starting with Wednesday lunch and will run Wednesday LUNCH, Wednesday DINNER, and Thursday BREAKFAST. This will provide troops the opportunity to do two of their cookouts on an overnight hike or canoe trip if they wish.
CAMPWIDE 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. Wednesday evening would be a good time for troops to get together for a skit campfire.

OTHER AWARDS:
Mile Swim, BSA:
Sign-up is required. Pre-register by mail on the Advancement Registration Form. For adults too. Meets at 4:00 PM Monday thru Thursday. All four sessions are required.

First Aid or 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 in the Dining Hall (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 7 only. A $2.00 fee will be charged for the certification.

Learner and Beginner Swimming Instruction:
Swimming instructions are provided for learners and beginners. Meets daily during merit badge session #3. Sign-up is required. Pre-register by mail on the Advancement Registration Form. Scoutmasters should strongly encourage Scouts who are not swimmers to 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:
Sign-up is required. Pre-register by mail on the Advancement Registration Form. This is a three-hour Basic CPR course. This course is required of Scouts taking 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 before Friday morning.
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 19. 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 Award:
Through Nature Director.

Honor Camper:
Chosen within your unit (one Scout only). The Scouts of 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. Certificates will be handed out at the campfire.

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 record of the patrol’s accomplishments.
2. Each patrol will receive a ribbon for their patrol flag.
3. Each patrol member will receive a certificate.

Please Duplicate this page for each SCOUT FAMILY
PROGRAMS FOR OLDER SCOUTS

BSA Lifeguard:
Offered July 5-11 and August 16-22 at Camp Hinds. See page 5 for further details. Also at Camp Bomazeen July 12-17.

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.

BOARD SAILING:
Board sailing 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.

BOARD SAILING, BSA
This new award will be available by appointment only through the aquatics director.

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 of $0.25 per shot 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 counseled 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), 4:00 PM (Mon thru Thurs), or 7:00 PM (Mon thru Thurs). Any adult interested in offering a badge should contact the Program Director.

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 when he arrives at camp. 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 to 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 then those badges which are scheduled as classes.

SPECIALTY WEEKS FOR OLDER SCOUTS AT CAMP BOMAZEEN

WILDERNESS SURVIVAL WEEK:
No, you don't eat grubs and weeds all week, but you'll know how if you ever have to. This program promises to be jam-packed with skills you'll long remember. Not only will you make a survival kit, work on shelters, edible plants, traps, snares, and deadfalls, signaling, map & compass, and wilderness cooking, but you'll get a true survival experience, and earn merit badges the whole time! Held during the week of July 12-17 at Camp Bomazeen.

INDIAN LORE WEEK:
Do you know who Chief Bomazeen really was? Do you know how Maine's native Americans lived 300 years ago? Our Indian Lore Adventure will include construction of authentic regalia, participation in authentic musical activities, Indian sports and games, and Indian style camping and canoeing. While you don't have to be an Order of the Arrow member to participate, those who are will also have the chance to complete their Brotherhood, undergo a rededication, become involved in ceremonies, and learn all the ins and outs of the O-A. You'll automatically earn related merit badges, but most of all you'll have FUN, FUN, FUN! Indian Lore Week is from July 12-17 at Camp Bomazeen.
FISHING ADVENTURE
What kid in Maine doesn't like to troll for that big big lunker, cast for bass, pickerel, or lakers, or just dangle a glob of worms over the side to tempt anything that swims by? Coordinated by the Maine State B.A.S.S. Federation, our Fishing Adventure will include competitive casting, fly tying, survival fishing, a canoe fishing trip option, visits from experts such as Fish & Game officials, and possibly a deep sea experience (may involve a surcharge), boating, a big fish fry, and MUCH MORE! You'll have the opportunity to earn related merit badges. We're sure that this adventure will be the best overall fishing experience available anywhere in Maine this summer. The Fishing Adventure will be held July 5-10 at Camp Bomazeen.

BLACK POWDER ADVENTURE
A trip back in time to visit the mountain men who opened up the western wilderness. You'll make your own lead shot to use in old fashioned muzzle loaders. You'll pick off clay pigeons with a shotgun, compete with other Scouts on the rifle and archery ranges, and witness unique woodsmen's skills like tomahawk throwing. You'll be certified as an N.R.A. safe hunter with all the shooting merit badges you can qualify for. The Black Powder Adventure is the week of July 5-10 at Camp Bomazeen.

CYCLING TREK
If you will be at least twelve years old by June 1st, this rugged adventure is sure to spark your interest! Imagine a bicycle trip lasting four days, and covering over 250 miles through some of Maine's most beautiful side roads (there will be no highway or mainroad biking). The program includes safety & maintenance instruction, a 15 mile shakedown, three nights on the road, and special events. This year's trek will explore part of the downeast coastline and include some great side trips! You'll need to supply your own full size bicycle, able to pass a comprehensive safety inspection. You'll also need an extra tire in case of a blowout, a helmet if you have one (we have some for use), and a light day pack or fanny pack. Major equipment and food will be trucked to each destination. This is not an endurance run, it's a fun trip which you can enjoy and remember for always! The Cycling Trek takes place the week of July 12-17 starting at Camp Bomazeen.

AQUATICS ADVENTURE
If you're a Scout who loves to be in, on, or under the water, this adventure is for you! Whether you're an old hand at the waterfront whose interests lean towards waterskiing, motorboating, sailing, board sailing,
snorkeling, or long distance swimming, or a new comer who wants to work on swimming ability, rowing, or canoeing, you'll have a blast and earn merit badges, too! You're guaranteed to finish the week all wrinkled up, and probably spouting gills. A BSA Lifeguard certification course will also be available this week. Aquatic Adventure is the week of July 12-17 at Camp Bomazeen.

BACKPACKING TREKS:
You'll help plan your own crew's trip which will depend on your level of experience and fitness. Some younger Scouts will tramp through the western Maine foothills while older boys will face rugged challenges more suitable to them. Experienced Maine Guides will teach you trail etiquette, safety techniques, equipment care, and trail cooking, and you'll be earning merit badges while actually on the trail. You'll be challenged to your own level while enjoying the Maine woods like you never thought possible. Proper footwear is a must, but the camp has backpacks and other equipment if you need them. Sign-up for the week of July 5-10 at Camp Bomazeen.

WHITE WATER ADVENTURE:
An unbelievable experience for Scouts thirteen years of age or older! This type of package has rarely been offered. You'll be transported from Bomazeen to the Forks in upstate Maine where you will be trained by certified instructors. The adventure then begins when you'll raft for a day through the turbulent Kennebec River, encountering some of the most thrilling rapids on the East coast. The next day, it's off to Jackman for four days of white water canoeing on the Moose River Bow, where you'll camp along the way. Participants must have swimming and canoeing merit badges. The cost for this incredible opportunity is only $209.00, much less than for similar programs. The trip will be from July 19-24, 1992 and once again be led by Dick Barnes of Augusta, a longtime Scout and registered Maine white water guide.
TRAIL TO EAGLE WEEK:
Scouts who have made the commitment to meet the Eagle challenge will surely want to join in the spirit and fun of Trail to Eagle week. If you’re serious about the hard work, determination, and initiative needed to reach the coveted Eagle Scout plateau, this experience will give you a real boost. Not only will you have the opportunity to earn many of the required merit badges for Eagle, but you’ll be exposed to the Eagle tradition at its best. You’ll see what significance the award has had on the lives of previous recipients. You’ll also learn about service projects, boards of review, and leadership skills. Merit badges offered during Trail to Eagle week will include Citizenship in the Nation, the Community, and the World, Safety, Communications, Emergency Preparedness, Personal Management, Swimming, Lifesaving, Personal Fitness, Environmental Science, and Camping. Many of these badges require work done prior to camp if the badge is to be completed (i.e.: a three month budget for Personal Management). Check your Scout Handbook. Trail to Eagle week will fly during the week of July 5-10 at Camp Bomazeen. To be eligible for acceptance, a Scout must be at least thirteen years old by June 1st, 1992 and be at least First Class Scout.

YOUTH PROTECTION:
The following policies have been adopted by the BSA to provide security for the youth in our program. In addition they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

* TWO-DEEP LEADERSHIP.
  Two registered adult leaders or one registered adult and a parent or participant, one of whom must be 21 years of age or older, are required on all trips and outings.

* NO ONE-ON-ONE CONTACT.
  One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting is to be conducted in view of other adults and youth.

* RESPECT OF PRIVACY.
  Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp.

* SEPARATE ACCOMMODATIONS.
  When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian.

* PROPER PREPARATION FOR HIGH-ADVENTURE ACTIVITIES.
  Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

* NO SECRET ORGANIZATIONS.
  There are no secret organizations recognized by the Boy Scouts of America. All aspects of Scouting are open to observation by parents and leaders.

* APPROPRIATE ATTIRE.
  Proper clothing for activities is required - skinny dipping is not appropriate as part of Scouting.

* CONSTRUCTIVE DISCIPLINE.
  Discipline used in Scouting should be constructive and reflect Scouting’s values. Corporal punishment is never permitted.

* HAZING PROHIBITED.
  Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

* JUNIOR LEADER TRAINING AND SUPERVISION.
  Adult leadership must monitor and guide the leadership techniques used by junior leaders and see that BSA policies are followed.
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<thead>
<tr>
<th>First Period</th>
<th>(CIRCLE ONE)</th>
<th>Older Scouts Only</th>
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<tr>
<td><strong>OPEN TO ALL SCOUTS</strong></td>
<td><strong>NOT RECOMMENDED FOR 1st YEAR</strong></td>
<td><strong>Motorboating - Waterfront</strong></td>
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<td>Camping - Scoutcraft Area</td>
<td>Snorkeling BSA - Waterfront</td>
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<td>Canoeing - Chipmunk Point</td>
<td>Shotgun Shooting</td>
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<td>Environmental Science (Period 1 &amp; 2)</td>
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<td>- Nature Area</td>
<td><strong>FIRST YEAR SCOUTS</strong></td>
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<tr>
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<td>Forestry - Nature Area</td>
<td>Basic Scout Skills</td>
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<tr>
<td>Rowing - Chipmunk Point</td>
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<td>Small-Boat Sailing - Waterfront</td>
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<td>- Nature Area</td>
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<td>- Scoutcraft Area</td>
<td>Soil &amp; Water Conservation</td>
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**OTHER SESSIONS:**
- Fishing MB - Council Ring: Monday 7:00-9:45
- Basic CPR (not certification) - Rec Hall: Monday 1:15-2:15 or 4:00-5:00 & Dining Hall Tuesday 7:15-9:15
- Basic CPR (not certification) - Rec Hall: Monday 1:15-2:15 or 4:00-5:00 & Dining Hall Wed 7:15-9:15
- Fingerpointing Merit Badge - Craftshop - Tues 7:15-8:30
- Fingerpointing Merit Badge - Craftshop - Wednesday 8:30-8:30
- Mile Swim - Waterfront - Mon thru Thurs 4:00 PM

This is to certify that I personally counselled the above named Scout, and that he understands and meets the pre-requisites as described on pages 10 thru 12 of the "1992 Summer Camp Guide", and that he is qualified to work on the merit badges indicated above.

Scoutmaster: ____________________ Date: __________

NOTE: Any changes must be initialed by the Scoutmaster.
# 1992 BASIC SCOUT SKILLS SIGN-UP

To ensure that they have a variety of activities in their advancement schedules, Scouts may only sign-up for Basic Scout Skills one period per day.

## PERIOD 1
**Monday: (8:30-9:20)**
- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & Compass
  - F:1 - Directions without a compass

**Session C:**
- S:2b - Woods tools
  - Totin' Chip

**Tuesday: (8:30-10:20)**
- **Session F:**
  - F:2 - Orienteering course

**Session G:**
- S:4 - Service project

**Session H:**
- T:3a - Whip and fuse
  - T:3b - Hitchs & tautline
  - F:8a - Knots: Bowline
  - F:7a - Hitchs & lashing
  - F:7b - Camp gadget

**Wednesday: (8:30-9:20)**
- **Session D:**
  - T:10 - Poisonous plants
  - S:5 - 10 wild animals
  - F:6 - Identify 10 plants

- **Session G:**
  - T:11a - Heimlich maneuver
  - T:11b - Minor injuries
  - S:6a - Hurry Cases S:6c - Object in eye

**Friday: (8:30-9:20)**
- **Session J:**
  - S:2c - Firebuilding

- **Session K:**
  - F:8b - Bandages
  - F:8c - Transport person
  - F:8d - Heart attack, CPR

## PERIOD 2
**Monday: (9:30-10:20)**
- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & Compass
  - F:1 - Directions without a compass

**Session C:**
- S:2b - Woods tools
  - Totin' Chip

**Wednesday (9:30-11:20)**
- **Session F:**
  - F:2 - Orienteering course

**Session G:**
- S:4 - Service project

**Session H:**
- T:3a - Whip and fuse
  - T:3b - Hitchs & tautline
  - F:8a - Knots: Bowline
  - F:7a - Hitchs & lashing
  - F:7b - Camp gadget

**Thursday: (8:30-9:20)**
- **Session D:**
  - T:10 - Poisonous plants
  - S:5 - 10 wild animals
  - F:6 - Identify 10 plants

**Session E:**
- T:11a - Heimlich maneuver
  - T:11b - Minor injuries
  - S:6a - Hurry Cases S:6c - Object in eye

**Friday: (9:30-10:20)**
- **Session J:**
  - S:2c - Firebuilding

- **Session K:**
  - F:8b - Bandages
  - F:8c - Transport person
  - F:8d - Heart attack, CPR

## PERIOD 3
**Monday: (10:30-11:20)**
- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & Compass
  - F:1 - Directions without a compass

**Session C:**
- S:2b - Woods tools
  - Totin' Chip

**Tuesday: (10:30-11:20)**
- **Session D:**
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**Friday: (10:30-11:20)**
- **Session J:**
  - S:2c - Firebuilding

- **Session K:**
  - F:8b - Bandages
  - F:8c - Transport person
  - F:8d - Heart attack, CPR
INFORMATION FOR ADULT LEADERS

CAMP HINDS POLICIES & REGULATIONS:

ADULT LEADERSHIP:
B.S.A. policy requires that each unit have a minimum of TWO adults present in camp at all times. One may be between 18 and 21 years old. Women are now allowed to be Scoutmasters and Assistant Scoutmasters, and as such will certainly be welcomed as unit leaders at camp.

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

SMOKING:
Smoking by adults will be in designated areas only. The campfire area in your campsite and the Leader's Lounge near the Rec Hall have been designated as adult smoking areas. The Dining Hall, Trading Post, Program Areas, and Tents are off limits! Smoking by youth is prohibited. Please field strip all butts. Aid us in setting the example and maintaining Fire Safety.

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

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

INITIATIONS AND HAZINGS:
This does not belong in a Scout Camp. Under B.S.A. policy, these situations may be regarded as child abuse, and will be dealt with as such. Scout Leaders will see to it that all new campers are properly oriented and assisted to get the most out of their camp experience.

Please Duplicate this page for each ADULT LEADER attending summer camp.
HOMESICKNESS:
While there is no "cure" for homesickness, we do have some hints for leaders:

1) Do NOT allow suspected homesick cases to use the telephone.
2) Utilize the camp administration and camp nurse, who have been trained in this area. We will be GLAD to help!
3) Do not belittle homesick Scouts.
4) Do not allow homesick Scouts to stay in your tent! This is for your protection as well.

Our philosophy is that living away from home is a learning experience in itself. Although homesickness is a terrible feeling, we don't want any Scouts to "foul" that experience. Working together, we can avoid any Scouts leaving camp early.

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

Please Duplicate this page for each ADULT LEADER attending summer camp.
HEALTH AND SAFETY:
Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents and illnesses are to be reported to and treated by the Camp Nurse ONLY.

MEDICATIONS:
Pine Tree Council makes a concerted effort to comply with State of Maine and BSA 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 non-prescription items. The camp nurse is available 24-hours a day to administer medications as needed. This is not optional.

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

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

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

UNIFORM:
The Scout Uniform, correctly worn, is proper any time, but required (with exception of boys that don't own a uniform) for the evening meal, retreat, and campfires. Some Scouts do not have a uniform through no fault of their own, and it should be noted that a uniform is not a prerequisite for attending camp. Leaders are encouraged to be in uniform as well. Adequate footwear must be worn at all times as a matter of safety. Wet bathing suits should be changed immediately, and will not be permitted in the Dining Hall.

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

CAMP GOOD TURNS:
A Scout is Clean. Each day troops are asked to police or clean-up various areas of camp on a rotating schedule. We ask that you assign a patrol to do your good turn each day directly after lunch. See chart on page 38.

Please duplicate this page
For each ADULT LEADER attending summer camp
CONSERVATION:
Please be careful of trees in camp. Please do not permit Scouts to cut live trees. Trees can be pruned of dead branches. Tools can be obtained from the Nature Conservation Area.

VISITING AREAS:
We invite and encourage Scout leaders to visit the program areas and talk with merit badge counselors about the progress of their Scouts. Past experience has shown that troops with the best advancement records have adults visit all program areas each day to make sure their Scouts are where they are supposed to be. The Advancement Periods Attendance Chart for Troops can be used to assist you in keeping track of your Scouts. You will find this form on page 39 of this manual.

LIFEGUARDS & LEADER SWIMS:
We will be asking Scoutmasters to volunteer to be lifeguards for the general swims. YOUR help is needed, please volunteer! We would like to remind Scoutmasters and adult leaders that they may go swimming with their Scouts during general swims or they may go to staff swims. This way, all leaders should get the opportunity to swim.

SHOWERS:
Comfortable warm showers are available for campers near the Nature area. A new shower facility for leaders is planned for the near future, however, until then, ADULTS should use the staff shower behind the kitchen. Please avoid using the staff shower directly after meals as the hot water is needed by the dishwasher. Staff and adults must NOT be using the camper shower.

LEADER'S LOUNGE:
A Leader's lounge is maintained near the Rec Hall. This room is for Adult leaders only. You are welcome to come to the lounge to relax, have a cup of coffee and to visit with the other adults who are in camp. If you have any suggestions on how the lounge can be made better, we would appreciate in hearing from you.

ADULT CRacker-Barrel:
There will be a cracker barrel (an informal get together) in the dining hall approximately 20 minutes after the Sunday night campfire. All adults in camp are invited to stop in and meet the other leaders who are in camp for the week. Please do not leave your site unsupervised.
DINING HALL:
On Sunday afternoon, your troop will be assigned to tables in the dining hall. This assignment is made by the camp administration based on your troop roster. It is extremely important that your roster is accurate including the adults that will be in camp. Eight people will generally be assigned to each table, consisting of one adult from your troop, one camp staff member, and six Scouts. We ask that you don't have more than one adult per table unless you have more adults than tables. In many cases, one of your tables will be shared with another troop. The camp staff member will serve as the table leader and host. At Camp Munds we use the Host and Waiter system. On Sunday each troop needs to assign experienced Scouts to serve as the first waiters for each of your tables. The table leader should assign Scouts to serve as waiter for the remainder of the week. A waiter serves for three meals (dinner, breakfast, and lunch). The waiters are to report to the dining hall 20 minutes before the meal to set the table. Waiters do not go to retreat. They are the only ones to go to the kitchen during the meal to get seconds or dessert, and they stay after the meal to clear the table and sweep the floor. When the table is set, the plates are stacked in front of the staff member, who serves as host. The host is responsible for dishing out the food and making sure that everyone gets a helping of everything. The host gets served last.

CAMP ROOM:
A Camp Room is located behind the kitchen. Brooms, rakes, shovels, toilet paper, latrine brushes, latrine cleaning supplies, American Flags, and a limited supply of cooking equipment, cleaning supplies, and charcoal are maintained there. These items must be signed out by an adult from the camp ranger or his representative at the following times:
Sunday: 4:00-5:00 PM
Sunday 7:30-8:00 PM
Daily (Mon-Sat):
  after breakfast until 8:45 AM
Wednesday: 11:00-11:30
  (cookout pick-up time)
Thursday: 11:00-11:30
  (cookout return time)
Friday: 7:00-7:30 PM (for returns)

CAMP EVALUATION:
At the end of each week Scoutmasters will be given a "Camp Evaluation" form to complete. Scoutmasters are asked to meet with the other ADULTS that spent the week at camp and fill out the form. The information on these forms is very important to us, we use this as a basis for making changes (if needed), adding programs, or refining procedures for future weeks or next year. In response to Scoutmaster's suggestions expressed on previous year's Evaluation Forms we have made several changes in camp and its program.

Please duplicate this page for each ADULT LEADER attending summer camp.
CHECK LIST FOR TROOP LEADERS

____ All fees paid at the Council Office or have payments to bring to camp.
____ Necessary adult leadership set, plans reviewed with parents.
____ Two adults are needed each day and night.
____ Transportation set.
____ Troop Advancement Records up-dated and ready to go.
____ Counsel your Scouts for their advancement/merit badge program.
   ("Advancement Registration Form" page 25 completed for each Scout)
____ All Patrol and Troop camping equipment inventoried and ready.
____ All program equipment inventoried and ready (see list below)
   Include equipment needed for cookouts.
____ Suggested Troop Program ready - completed by SPL &
   Troop Leader's Council.
____ All Advancement Registration Forms mailed to arrive at camp two
   weeks prior.
____ Photocopies of all Health & Medical Forms are mailed two weeks prior to
   camp. Please DO NOT send originals.

PLEASE NOTE: FORMS are to be mailed to:
Camp Hinds 149 Plains Road Raymond, Maine 04071
DO NOT SEND ANY FORMS TO THE COUNCIL OFFICE.
____ Two copies of Roster of Leaders and Scouts by Patrol
   Bring one copy to the 12:30 planning meeting.
____ Emergency Funds.

WHAT TO BRING TO CAMP

Troop Gear:
- Pots and Pans, Dutch Oven, Chef Kit
- Troop Flags, Patrol Flags
- Dependable alarm clock
- Brooms

Personal Gear:
- Scout Uniform (extra parts)
- Extra pants & socks & shirts
- Extra underwear, Extra Towels
- Extra shoes, Rain Gear, Pillow
- Sleeping bag or Blankets, Swim suit
- Cook kit and knife, Fork & spoon
- Flashlight with extra batteries
- Pocket or sweater
- Toilet articles, Scout Handbook
- Paper & pen/pencils for Merit Badge work
- Photocopy of Medical Form

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

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

WHAT NOT TO BRING TO CAMP

Sheath knives, Fireworks, Firearms, Ammo, Bows & arrows, Radios & Televisions,
Walkmen, electronic games, Alcoholic beverages or illegal drugs. Persons under
the age of eighteen may not have vehicles in camp without prior written approval
of the Camp Director.

Please Duplicate this page
for each ADULT LEADER
attending summer camp
CAMP HINDS RULES

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

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

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

3. 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 unattended. Clear the ground for six feet around the fireplace. Always keep water nearby when you have a fire. Keep two #10 cans full of water in front of every tent or shelter, and see that they are used only for fire protection.

7. REMEMBER: A GOOD CAMPER LEAVES HIS CAMPSITE BETTER THAN HE FOUND IT.
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.

CHILD ABUSE:
If child abuse of any type is witnessed or even suspected, the Camp Director or his acting designee MUST be notified immediately. This information should not be shared with anyone else. The reporter’s name will be kept in confidence, and the current policies of the BSA will be followed.

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.

EARTHQUAKES OR OTHER EMERGENCIES NOT SPECIFICALLY LISTED:
At the sound of the emergency signal, ALL Scouts and adults MUST report immediately to the Council Ring, and sit quietly by Troop.

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.

Please duplicate this page for each ADULT LEADER attending summer camp.
PROGRAM PLANNING INFORMATION

PRE-CAMP MEETING:
Camp Scoutmasters and senior Patrol leaders are expected to attend the Pre-Camp meeting which will be held at 12:30 p.m. on each Sunday, prior to the 2:00 p.m. check-in. The adult who will have the primary responsibility for the troop in camp should attend, along with the camp S.P.L.; other adults may attend, but please no other Scouts. This meeting will be held at the Rotary Training Center. No meal will be served. Agenda will include: Troop Program Planning, Camp Rules, Emergency procedures. Please bring your completed copy of the "SPL's Troop Planning Sheet", troop roster, and this manual.

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

ADVANCEMENT SIGN-UP BY MAIL:
Scouts must sign-up for their Merit Badges and other advancement opportunities. Pre-registration by mail will eliminate any confusion on Monday morning. Our goal is 100% pre-registration this year, in order to sign-up for Merit Badges, special awards, or individual activities, each Scout must complete a copy of the "Advancement Registration Form" included in this manual (page 25) and have it signed by his Scoutmaster. Copies of this form may be obtained from the Council Service Center or duplicated locally by the troop. Scouts planning to take Learner or Beginner Swimming Instructions, Basic Scout Skills, Mile Swim, Snorkeling BSR, and CPR must also sign-up for these activities. Scouts may NOT sign-up for merit badges or awards that they have already earned.

Once the forms have been completed, they should be collected by the Scoutmaster and be mailed to camp for arrival at least two weeks prior to your arrival.

The Scoutmaster will receive a printed verification sheet for each Scout at the Scoutmaster's Planning meeting at 12:30 on Sunday. Please report any errors to the camp office by 4PM.

At the end of the campfire each troop will receive a printed schedule for each Scout and a copy of the Troop master schedule.

BLUE CARDS:
In an effort to reduce unnecessary paperwork this summer, we will NOT be processing blue cards. The Troop copy of the Camp Hilnas Merit Badge Record Sheet will serve as official proof of a Merit Badge completion or partial. These are the same forms that we have used during the last five summers except that the sheets have been redesigned to include a facsimile of the blue card on the Troop copy.

SIGN-UP AT CAMP:
There will be no scheduled merit badge sign-up session at camp. If you have additional boys that join your troop or decide to attend camp after you have mailed your pre-registration forms, they may sign-up for Merit Badges and other advancement opportunities on Sunday afternoon between 2 PM and 4 PM at the Rec Hall.

Please Duplicate this page for each ADULT LEADER attending summer camp
BALANCING CLASS SIZES:
In order to try to balance class sizes, we reserve the right to change the time a Scout has a class. This will give each Scout the optimum opportunity to earn the badges he wants. When it becomes necessary to change a Scout's schedule, we will start with those Scouts who pre-registered last. Therefore, if you want certain merit badges at a particular time, or wish certain Scouts to be together, get your Advancement Registration Forms in early.

SENIOR PATROL LEADER'S COUNCIL:
Each troop's Senior Patrol Leader is a part of the "Camp Senior Patrol Leaders' Council", which meets with the Program Director. If your troop's Senior Patrol Leader is unable to attend summer camp, your troop should select a "Camp" Senior Patrol Leader. There will be a brief Senior Patrol Leaders' Council meeting every day at 12 noon under the tarp behind the Rec Hall. Each S.P.L. is expected to attend and be on time. At this meeting Camp Wide events are planned and other concerns will be addressed. Scoutmasters are excluded from this meeting.

Please Duplicate this page For each ADULT LEADER attending summer camp

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

TROOP _#_ ALL PRESENT OR ACCOUNTED FOR, SIR!

or if everyone is in fact present:

TROOP _#_ ALL PRESENT, SIR!

If any troop would like to furnish the color guards for retreat, the SPL should inform the Program Director. Waiters should be sent to the dining hall at 5:40, and will not be at retreat. Byrd, Ridgway, Dan Beard, West, Wilderness, Baden-Powell, and Patrick campsites should line-up between Pine Tree Cabin and the Rec Hall. MacMillan, Pershing, Siple, Brownsea, Bailey, Maguire, and Tenney campsites should line-up near Androscoggin Cabin. No one should line-up at the top of the hill east of the Friends of Hinds sign.
TROOP AND PATROL COOKING:

Starting with Wednesday lunch, we will have troop/patrol cooking day. For three meals (Wednesday Lunch, Wednesday Dinner, and Thursday Breakfast) troops or patrols will prepare their own meals. Included with your food will be enough food for your troop and TWO staff guests. If you plan to serve your meals at times other than 12:30 PM, 6:00 PM, and 7:30 AM, please notify your staff guests so they can be there on time. The menus include:

<table>
<thead>
<tr>
<th>Menu</th>
<th>Wednesday Lunch</th>
<th>Wednesday Dinner</th>
<th>Thursday Breakfast</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Subs w/ lunch meat, cheese, tomatoe, onion lettuce, pickles, etc.</td>
<td>One pot stew Bread &amp; Butter Milk Dessert</td>
<td>Eggs Toast Cereal Milk</td>
</tr>
<tr>
<td></td>
<td>Potato Chips Milk/Bug Juice Dessert</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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

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

<table>
<thead>
<tr>
<th>Time</th>
<th>Wednesday only</th>
<th>Thursday only</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick-up</td>
<td>11:00-11:30 AM</td>
<td>(For all three meals)</td>
</tr>
<tr>
<td>Return</td>
<td>11:00-11:30 AM</td>
<td>Thursday only</td>
</tr>
</tbody>
</table>

The camp will provide charcoal, if needed, but no fluid. Use of fluid is strongly discouraged at Boy Scout Camps. Troops desiring charcoal may pick it up at the Camp room at the times listed above and on page 31.

PLEASE DO NOT EAT WITHOUT YOUR STAFF GUESTS PRESENT.

THANKS.
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:

<table>
<thead>
<tr>
<th>Kitchen &amp; Point: Pick up papers, etc. All around the Dining Hall and Chipmunk Point.</th>
<th>Baden Powell</th>
<th>Pershing</th>
<th>Brownsea</th>
<th>Siple</th>
<th>Dan Beard</th>
</tr>
</thead>
<tbody>
<tr>
<td>Triangle &amp; Council Ring: Pick up paper from Dining Hall to Blockhouse to Recreation Hall and back to Dining Hall.</td>
<td>Bailey</td>
<td>Ridgway</td>
<td>Byrd</td>
<td>MacMillan</td>
<td>Tenny</td>
</tr>
<tr>
<td>CraftShop: Pick up the area of all litter.</td>
<td>Brownsea</td>
<td>Siple</td>
<td>Dan Beard</td>
<td>West</td>
<td>Maguire</td>
</tr>
<tr>
<td>Health Lodge: Do whatever the nurse needs done at the Health Lodge.</td>
<td>Byrd</td>
<td>MacMillan</td>
<td>Tenny</td>
<td>Bailey</td>
<td>Patrick</td>
</tr>
<tr>
<td>Waterfront &amp; Parade Grounds: Pick up papers and lost and found items in the area.</td>
<td>Dan Beard</td>
<td>West</td>
<td>Maguire</td>
<td>Baden Powell</td>
<td>Pershing</td>
</tr>
<tr>
<td>Recreation Hall &amp; Trading Post: Pick up papers, etc around the outside of these building.</td>
<td>Tenny</td>
<td>Bailey</td>
<td>Patrick</td>
<td>Wilderness</td>
<td>Ridgway</td>
</tr>
<tr>
<td>Camper Shower House: Pick up papers, etc outside and inside. Sweep out shower building.</td>
<td>Maguire</td>
<td>Baden Powell</td>
<td>Pershing</td>
<td>Brownsea</td>
<td>Siple</td>
</tr>
<tr>
<td>Camp Road: Pick up litter on both sides of the road from the blockhouse to the camp gate.</td>
<td>Patrick</td>
<td>Wilderness</td>
<td>Ridgway</td>
<td>Byrd</td>
<td>MacMillan</td>
</tr>
</tbody>
</table>

Please duplicate this page for each adult leader attending summer camp.
# TROOP ACTIVITY SCHEDULE

<table>
<thead>
<tr>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ADVANCEMENT</strong></td>
<td><strong>ADVANCEMENT</strong></td>
<td><strong>ADVANCEMENT</strong></td>
<td><strong>ADVANCEMENT</strong></td>
<td><strong>ADVANCEMENT</strong></td>
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<tr>
<td>8:30</td>
<td>9:20</td>
<td></td>
<td></td>
<td>9:30</td>
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<tr>
<td>9:30-10:20</td>
<td><strong>ADVANCEMENT</strong></td>
<td></td>
<td></td>
<td>9:30-10:20</td>
</tr>
<tr>
<td>10:30-11:20</td>
<td><strong>ADVANCEMENT</strong></td>
<td></td>
<td></td>
<td>10:30-11:20</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th><strong>COOK OUT LUNCH</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>COOK OUT LUNCH</strong></td>
<td></td>
<td></td>
<td></td>
<td>TROOP TIME TO</td>
</tr>
<tr>
<td>2:15-3:00</td>
<td></td>
<td></td>
<td></td>
<td>PREPARE FOR</td>
</tr>
<tr>
<td>3:10-3:55</td>
<td></td>
<td></td>
<td></td>
<td>CAMPWIDE EVENT</td>
</tr>
<tr>
<td>4:00-4:50</td>
<td></td>
<td></td>
<td></td>
<td>3:10-3:55</td>
</tr>
<tr>
<td>VESPERS</td>
<td><strong>COOK OUT DINNER</strong></td>
<td></td>
<td></td>
<td>4:00-4:50</td>
</tr>
<tr>
<td>6:50</td>
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<td></td>
<td></td>
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<tr>
<td>8:30 (or Dusk)</td>
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</tbody>
</table>

**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.
TROOP ROSTER SHEET
Please PRINT or TYPE

Troop: Community: Campsite:

TOTALS:
FULL TIME ADULTS: 
PART TIME ADULTS: 
SCOUTS: 

URGENT: Please try to have one copy of this roster ready to turn in at the Scoutmaster’s meeting at 12:30 Sunday. Thanks

ADULT LEADERS:

<table>
<thead>
<tr>
<th>NAME OF LEADER</th>
<th>POSITION</th>
<th>DAYS IN CAMP (Please circle)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>5</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>6</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
<td>8</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
</tbody>
</table>

BOY LEADERS (Those not listed with a patrol):

<table>
<thead>
<tr>
<th>SPL</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

PATROL NAME:

<table>
<thead>
<tr>
<th>1</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>

PATROL NAME:

<table>
<thead>
<tr>
<th>1</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>
# TROOP ROSTER SHEET

**Please PRINT or TYPE**

Troop: __________ Community: __________

**TOTALS:**
- FULL TIME ADULTS: __________
- PART TIME ADULTS: __________
- SCOUTS: __________

**Campsite:** __________

**URGENT:** Please try to have one copy of this roster ready to turn in at the Scoutmaster’s meeting at 12:30 Sunday. Thanks

**ADULT LEADERS:**

<table>
<thead>
<tr>
<th>NAME OF LEADER</th>
<th>POSITION</th>
<th>DAYS IN CAMP (Please circle)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
</tr>
<tr>
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**BOY LEADERS** (Those not listed with a patrol):

- SPL 4
- 2 5
- 3 6

**PATROL NAME:**

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PATROL LEADER'S COUNCIL INFORMATION

THE SPL'S JOB:
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. These pages have 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 these pages 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.

ROTATION PERIODS:
As described earlier in the summer 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 eighth 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
Safe Swim (Instruction & practice on running your own troop swim without docks, etc. Will be held at safe swim area after initial introduction at waterfront.)
Snorkeling
Troop Boating
Troop Swim
Water Games

Please Duplicate this page for each JUNIOR LEADER attending summer camp.
CRAFTSHOP IDEAS
Barrel Painting
Basketry Projects
Craftstrip Projects
Indian Crafts
Leather Projects
Metalwork Projects
Nature Crafts
Neckerchief Slides
Patrol Flags
Plaster Casting
Silk Screen Printing
Sign Making
Stencil Craft
Woodburning
Woodcarving
CRAFTSHOP SPECIAL:
Every Tuesday and Wednesday afternoon (except Aug 11 & 12th)
Middledge Preston will be available to do a special workshop on
making plaster of Paris neckerchief slides. This is a troop
rotation option.

SCOUTCRAFT IDEAS
Aluminium Foil Cooking
Backpack 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
Foil Cooking
Hobo & Solar Cooking
Knot, Relays
Knots, Lashings, &
Splices
Lashings
Low Impact Camping
Map & Compass
Treasure Hunt

TROOP OR PATROL
ACTIVITIES
There are many
activities your troop
can do on its own and
don't need to be
scheduled.
Work on the Patrol
Adventure Award
Hike a trail
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.

Please Duplicate this page.
For each JUNIOR LEADER
attending summer camp

Map Reading
Matchless Fires
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
Use this space to record what your troop wants to do during Troop Rotation Periods.

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<th>TROOP ROTATION REQUESTS</th>
<th>ACTIVITY YOUR TROOP WANTS</th>
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<td>ARCHERY SHOOT</td>
<td>Orientation and Troop</td>
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<tr>
<td>RIFLE SHOOT</td>
<td>Orientation and Troop</td>
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<tr>
<td>TROOP OR PATROL ACTIVITIES</td>
<td>(You plan &amp; do these on your own)</td>
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Swim, Boating, Craftshop, the Rifle Range and Archery Range. (Shotgun 4:00 on Tuesday for older Scouts)

Nature Conservation:
Anything listed under "Troop Rotation"

Scout Craft:
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

<table>
<thead>
<tr>
<th>4 PM</th>
<th>ACTIVITIES YOUR TROOP WANTS</th>
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Open Areas: (4:00-4:50)
Certain areas are automatically open and you don't need to schedule them - just show up. They are: General

Please duplicate this page for each junior leader attending summer camp.
Evening Activities:
(6:30-8:30 or dusk)
Troop Activities may also be scheduled for the evenings on Monday, Tuesday & Wednesday but don't forget to schedule some free time.

Open Areas: (6:30-8:30 or dusk)
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
Fire'm En 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

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) 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.

4) Triathlon: 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.

5) 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.

6) 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:

1) Water Carnival: Troop competition with various swimming, rowing, canoeing, and rescue events for beginners, beginners, and swimmers.

2) Olympics: Competition by troop or patrol in various sport related activities: dashes, distance runs, long jump, softball throw, foul shooting, etc. The troop or patrol earning the most points wins.

3) Giant Relay Race: Troop competition consisting of swimming, rowing, canoeing, sports events, Scouting skills, etc. done in relay fashion. The first troop to finish is the winner.

4) Scouting Skill Competition: Patrols or troops compete in various Scouting skills such as knot tying, lashing, map & compass, 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.

SKIT CAMPFIRE:
In the past several troops have indicated a desire to put on a skit at the campfire. We are suggesting to the Senior Patrol Leaders that they take on the task of setting up and running a skit campfire on Wednesday evening. One Troop builds the campfire, others put on skits, lead cheers and provide song leaders. The staff may be asked to assist.

Please Duplicate this page for each JUNIOR LEADER attending summer camp.
TROOP INSPECTION SHEET

Troop: __________ Campsite: ___________________________ Week __________

Day: ______ Time: _______ Inspector: _______________________

Score 1. 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. Camp wide 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 behind tents, away from trails & 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. ORDEALINESS:

(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.

Scoring:
93-100 Excellent
85-92 Good
75-84 Fair
0-74 Poor

________ (0-100) TOTAL

48
CAMP WILLIAM HINDS - PATROL ADVENTURE AWARD APPLICATION

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

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

REQUIREMENTS:

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

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

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

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

   Members of the patrol are: (PRINT)  

   P.J. ________________________________  

   A.P.L. ________________________________  

5. Do as a patrol at least one of the daily good turns assigned to your campsite.

   Senior Patrol Leader

   Scoutmaster or Scribe

   Advancement in camp

   Please Duplicate this page for each Junior Leader attending Summer Camp
6. Cook out at least one meal patrol style.
   (Build your own fire, prepare and cook your own food in your patrol site, and clean up.)

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

8. Do at least four (4) of the following:

   a) Hike one of the camp's hiking trails (red, orange, blue, or yellow) as a patrol.

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

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

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

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

   f) Plan, schedule, and take part in a patrol activity in one of the program areas of camp (Nature, Scoutcraft, Craftshop, Boating, Archery, or Rifle Range) as a patrol.

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

   h) Plan and carry out a patrol site improvement project approved in advance by the commissioner.

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

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

We have completed the requirements for the Patrol Adventure Award: (Each Scout sign below)
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CAMP WILLIAM HINDS
PINE TREE COUNCIL, BSA

MAP BY: Dean B. Zaharis
FROM THE CAMP WILLIAM HINDS KITCHEN

HAMBURGER STEW A LA HINDS

(It is suggested you start preparation as soon as you pick up the food)

1. Start a pot of water boiling.

2. In a frying pan, brown hamburger, drain off grease
   Add chopped up onion.
   Add tomatoe soup, ___ cans of water, and bouillon cubes.

3. While hamburger simmers, peel vegetables.
   Do carrots first, slice into small pieces and add to the pot of boiling water.
   Peel potatoes, dice or chop into small bite size pieces and add to boiling water.
   Cook until vegetables are tender.

4. When vegetables are tender, drain off the water and add them to the hamburger mixture.

Ingredients:

Hamburger
Tomatoe soup
Beef Bouillon cubes
Onion
Carrots
Potatoes
Water
Please
Bring this
handbook
to camp
with you !