



# 1993 SUMMER CAMP GUIDE

A guide for Scouts,  
Parents, and Leaders

**CAMP**

PINE TREE COUNCIL

**HINDS**

BOY SCOUTS OF AMERICA



# 1993 Camp Administration:

Dean B. Zaharis.....	Camp Director
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### SUMMER CAMP GUIDE:

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## GENERAL INFORMATION FOR SCOUTS, PARENTS AND LEADERS

### CHECK-IN:

The Camp Gate at Cadigan Lodge will be locked until 2:00 P.M. This will allow the staff adequate time to prepare for your arrival. Please try to arrive promptly, but not early.

Passenger vehicles will be asked to park in the areas near the camp entrance and Cadigan Lodge. Troops are encouraged to put all their gear, troop and personal, into one or two vehicles. One vehicle at a time from each troop may be driven along the camp road for unloading, but must be moved immediately afterwards to the parking area at Cadigan Lodge. Scouts should plan on carrying in their personal gear to their campsite. This will help alleviate traffic congestion on the camp road. Troops camping in Tenny, Maguire, Brownsea, Bailey, or Siple sites will be directed to a loading area where the Camp Truck will transport equipment to each site. 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.

Upon arrival at your campsite you will be met by a Commissioner and Staff Guide who will assist you with the check-in procedures.

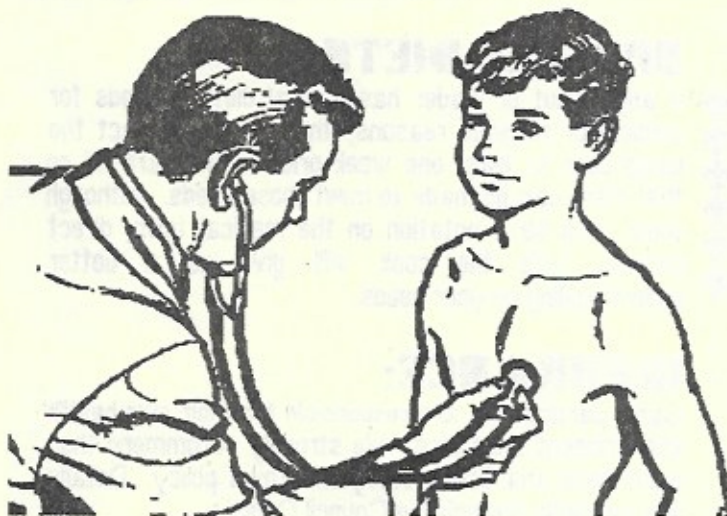
### CHECK-OUT:

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 records, medical forms, and troop photos will be distributed at the **end** of the campfire. Due to the amount of work necessary to get these packets together, these items can NOT be picked up

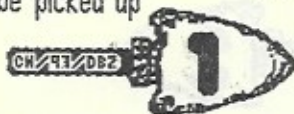
prior to this time. We ask that troops leaving Friday night be ready for a check-out inspection of their campsite immediately following the barbecue (7:00-7:15 PM).

Troops staying overnight should be packed and prepared to leave by 8:30 AM. We will 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.



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Any adult staying two nights or more **MUST** have a health history and physician's evaluation current within one year if 40 years old or older, and within 3 years if under 40.

Boys and adults attending Fun Pack Week-ends or Cub Scout Day Camp **MUST** have a completed health history. No physician's statement is required.

All forms are available free of charge through the Council Office.

We ask that all troops send (or bring) **photocopies** of their medical forms (even if there are one or two uncollected) to Camp William Hinds, 149 Plains Road, Raymond, Maine 04071 **at least one full week prior** to your arrival. This allows the health officer to double-check for missing signatures, alert cases, and to pre-prepare buddy tags. This will ultimately save you much time and trouble on Sunday. Troops complying with this request will be processed through the Health Lodge before troops that do not comply.

**PLEASE DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE**

### **SPECIAL DIETS:**

If any Scout or leader has special dietary needs for medical or religious reasons, they should contact the camp cook at least one week prior to their arrival so that plans can be made to meet those needs. Although there may be a notation on the medical form, direct contact with the cook will give us a better understanding on your needs.

### **INSURANCE:**

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

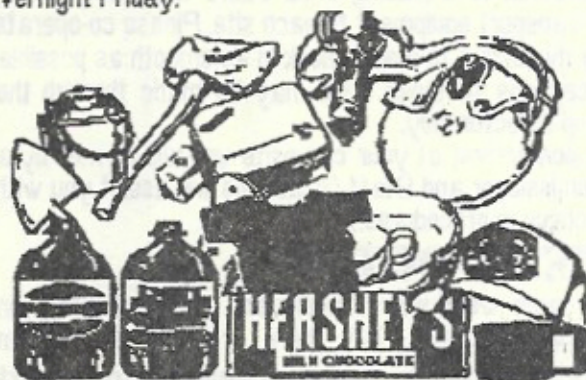
### **VISITORS and LEAVING CAMP:**

It is imperative that visitors (excluding Sunday afternoon 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. The sign-in/sign-out books are located on the table outside of the camp office door.



### **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. Parking will be in the areas of the camp entrance and near Cadigan Lodge only. **Barbecue tickets will be on sale at the Trading Post starting on Sunday afternoon and ending at noon on Tuesday.** Phone reservations can **NOT** be accepted. The price is \$5.00 per person with \$4.00 tickets available for brothers and sisters under the age of 12. Scouts and Leaders attending Camp for the week will be issued free tickets. Please encourage all parents to attend the Barbecue and Campfire. Parents are allowed into camp on Saturday morning to assist with packing and check-out for those units staying overnight Friday.



### **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, uniform parts, cold drinks, snacks, and program materials needed for completion of certain merit badges.

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## VEHICLES & PARKING:

All vehicles must be stored in the visitor's parking lot near Cadigan Lodge. **Only commercial delivery vehicles will be allowed beyond the gate at Cadigan Lodge** except that one designated troop vehicle will be allowed to load and unload (Sunday 2:00 - 4:30, Friday evening, and Saturday AM.) along the camp road. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to ensure camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged in advance through the Camp Director.

No passengers are to be transported in the beds of trucks, trailers, or campers. A seat belt is to be worn by the driver and passengers in all vehicles in camp.

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



## SUMMER SCHEDULE:

Week #	dates	Activity
1	July 4-10	Troop Camping BSA Lifeguard Week Provisional Camping
2	July 11-17	Troop Camping Provisional Camping
3	July 18-24	Troop Camping Provisional Camping
4	Jul 25-31	Troop Camping Provisional Camping
5	Aug 1-7	Troop Camping Provisional Camping
6	Aug 8-14	Troop Camping Provisional Camping
7	Aug 15-21	Troop Camping Provisional Camping BSA Lifeguard Week

## CAMP FEES:

The following are the 1993 Camp fees:

	Local	Out-of-Council
Troop Camping	\$115.00	\$ 125.00
Provisional	\$125.00	\$ 135.00
BSA Lifeguard	\$125.00	\$ 135.00



## EARLY BIRD SPECIAL:

A \$10.00 discount per person will be given on all fees paid in full to the Council Service Center on or before 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 the cost 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.

## THE BUDDY SYSTEM:

Scouts are **required** to use the buddy system for all aquatics, fishing, backpacking, and hiking activities and are encouraged to use it at other times.

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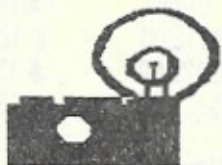


## CAMPERSHIPS:

It is the policy of the Pine Tree Council to provide assistance to Scouts who would not be able to attend camp without financial aid. A number of partial camperships will be granted this summer. A confidential campership application form is available by contacting the Council Service Center or you may duplicate the form on page 7 & 8 of this manual.

## KEN CHICK MEMORIAL CAMPERSHIP:

The Camp William Hinds Alumni Association administers the Ken Chick Memorial Campership Fund. Its purpose is to provide partial camperships to Scouts in need of financial assistance to return to Camp Hinds for a second week. The Scout is required to write a letter requesting the campership. Mail letters to Camp William Hinds Alumni Association P. O. Box 862 Portland, Maine 04104. Donations may be mailed to the same address.



## TROOP PHOTOS:

As usual we will be having a photographer coming into camp to take troop pictures. 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. The cost will be \$5.00 each. Each troop needs to collect money from their Scouts and turn it in at 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. Troops will receive their photos at the end of the Friday night campfire.

## 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 and unit number, thrift can be practiced.

## WHAT TO PACK:

The following items should be packed in a **locked** footlocker or duffle bag:

### 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 (No sprays please)  
Photocopy of Medical form (if not already mailed)  
Scout Handbook, 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)



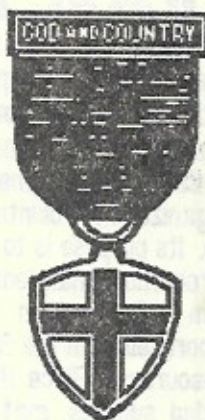
## LEAVE AT HOME:

Pets, Sheath knives, Fireworks, Firearms, Ammunition, Bows & Arrows, Radios, Tape players, CD players, and Televisions, walkmans, electronic games, squirt guns, Alcoholic beverages and illegal drugs. Other valuables should be left at home. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director.

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### DUTY TO GOD:

- ✦ There will be a brief non-denominational service during each week, on Tuesday morning directly following breakfast in the council ring. All Scouts and Scouters are strongly encouraged to attend. Merit badge sessions will start 15 minutes later than usual.

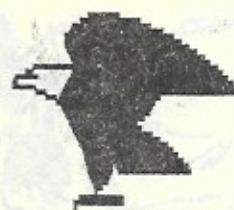
### RIFLE RANGE TARGETS:

- ✦ Generic 50-ft rifle range targets will be available free of charge at the rifle range for troop rotations, merit badge work, and open shooting. Any Scout wishing to use official NRA targets may purchase them at the trading post.



### TELEPHONE:

The camp telephone number for in-coming calls is: (207) 655-4878. There is a pay phone available for adults on the outside of the Rec Hall building. Scouts are strongly discouraged from phone use, and must have a note from their Scoutmaster. Please also read the article on home sickness in the "Leader's section" of this manual.



**US MAIL**

### 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 4-10 and August 15-21. 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.



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## PROVISIONAL TROOP:

Dates: July 4-10, July 11-17, July 18-24, July 25-31,  
Aug 1-7, Aug 8-14 and Aug 15-21

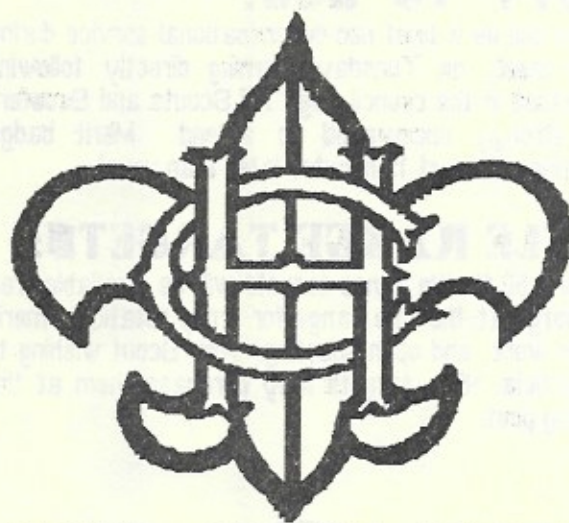
Not all Scout troops can go to summer camp or some Scouts would like to stay at camp longer than the troop does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. The camp will provide the leadership, by having a qualified trained Scoutmaster and assistants, serve as your boy's leaders for the week. Each Scout will join the provisional troop in the L. L. Bean Wilderness campsite which is made up of Scouts from different troops through out 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 (207) 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.



## 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.

## Adventures Continue:

On Friday evening between the Barbecue 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.

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## CAMPERSHIP APPLICATION

It is the intent of the Council Campership fund, to provide assistance to youth in securing the necessary funds to experience an outdoor Scouting Adventure. Realizing that families occasionally are not in the financial position to pay for their son to attend a camping experience, the campership funds are made available to assist those Scouts with a financial need. Camperships are available to individuals with a financial need and are to support and supplement other sources of funding, such as family, unit, sponsor and/or other sources.

All information requested on this form must be completed for the Campership Application to be accepted for processing. All information on this form is confidential.

(Please Print)

Youth's Name \_\_\_\_\_ Pack/Troop # \_\_\_\_\_

Address \_\_\_\_\_ District \_\_\_\_\_

\_\_\_\_\_ Zip \_\_\_\_\_ Telephone # \_\_\_\_\_

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

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

What was the project (s)? \_\_\_\_\_

Did this Scout participate? \_\_\_\_\_

Campership to be applied towards: (check one)

\_\_\_ Hinds Boy Scout Camp

\_\_\_ Hinds Provisional Camp

\_\_\_ Hinds BSA Lifeguard Camp

\_\_\_ Bomazeen Webelos Camp

\_\_\_ Bomazeen Provisional Camp

\_\_\_ Bomazeen Specialty Camp

\_\_\_ Please Specify Program \_\_\_\_\_

\_\_\_ Abnaki (Camp Gustin) Cub Day Camp

\_\_\_ Casco Bay (Camp Hinds) Cub Day Camp

\_\_\_ Downeast Cub Day Camp

\_\_\_ K-Valley (Bomazeen) Cub Day Camp

\_\_\_ York (Camp Nutter) Cub Day Camp

\_\_\_ Snowshoe (Rumford) Cub Day Camp

\_\_\_ Winter Camp

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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Pine Tree Council, Inc.

Boy Scouts of America

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, parents at Cub Resident Camp, 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 the extra amount. Unit Leaders will be notified as soon as a decision has been made.

Camp Fee: \_\_\_\_\_

Contribution from boy and family: \_\_\_\_\_

Contribution from troop/pack: \_\_\_\_\_

Contribution from sponsor: \_\_\_\_\_

Other contribution: \_\_\_\_\_

TOTAL CONTRIBUTIONS: \_\_\_\_\_

AMOUNT REQUESTED FROM CAMPSHIP FUND: \_\_\_\_\_

Signature of Unit Leader \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_ City/Zip \_\_\_\_\_

Signature of Parent \_\_\_\_\_ Date \_\_\_\_\_

Please return to Campership Committee, Pine Tree Council, BSA, 125 Auburn St., Portland, ME 04103

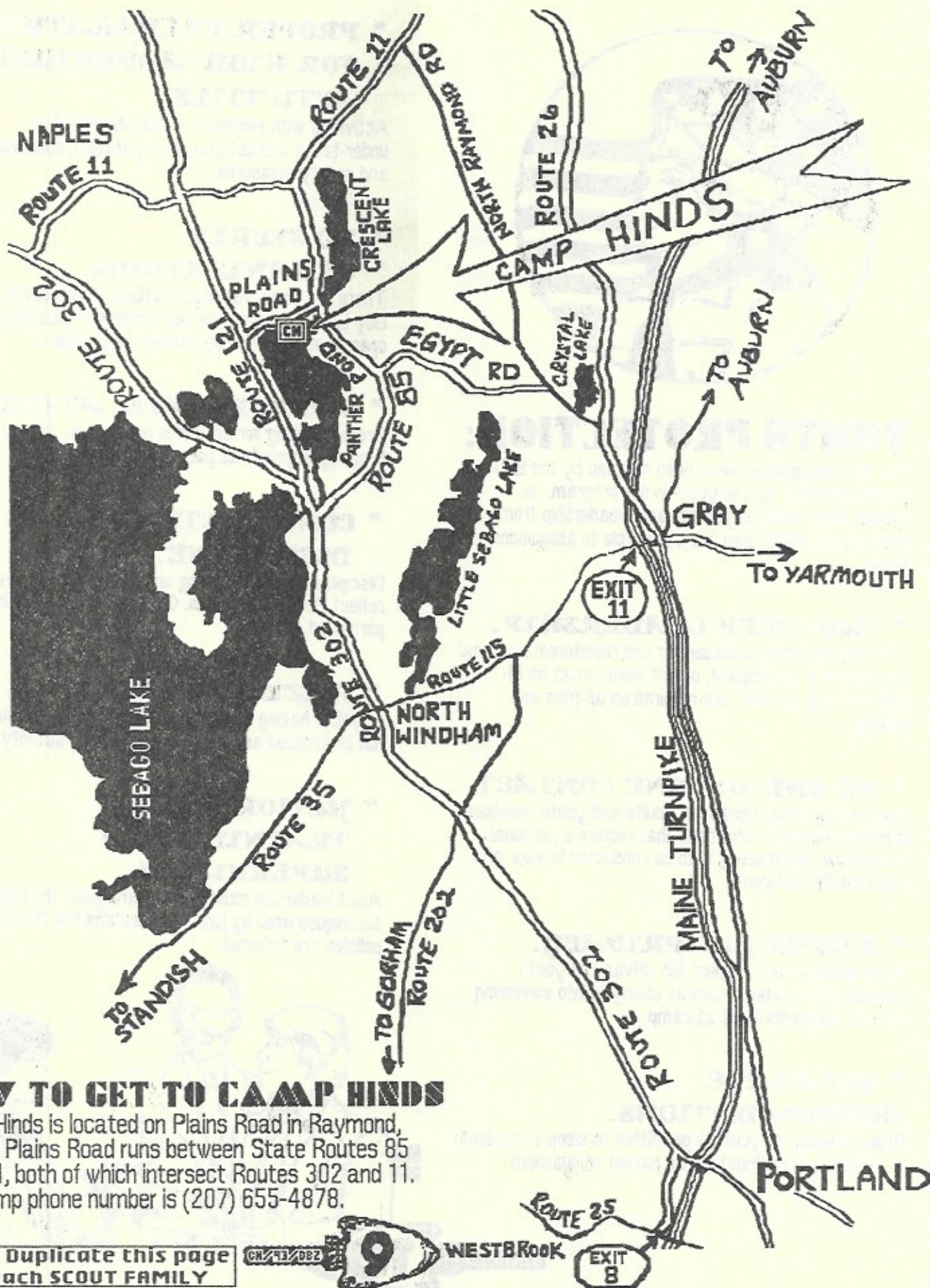
For Office Use Only

Action of Committee:

Not Approved \_\_\_\_\_ Approved \_\_\_\_\_ Amount \_\_\_\_\_ Initials \_\_\_\_\_







## 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. The camp phone number is (207) 655-4878.

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CH/11/DB2



WESTBROOK







## **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 of a 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 under-taken 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.





# 1993 - 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 signup form is found on page 23-24. Please circle "Basic Scout Skills" on the front and select the individual sessions on the back. 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.



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

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



Tues. Period 3 (10:45-11:35), Wed. Period 1 (8:30-9:20), Thurs. Period 2 (8:30-9:20)

- 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 (8:45-10:35), 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 firebuilding
- Session K: F:8b - Bandages for head, upper arm, collarbone, ankle  
F:8c - Transport by yourself and with help, a person  
F:8d - Signs of heart attack. Explain steps to CPR



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## 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. The 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	8:45-10:35
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	10:45-11:35
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. Recommended for older Scouts only.



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



**Basketry:** Recommended for all Scouts. Good choice for first year campers. Purchase of some materials required. Projected cost: \$ 1.75



**Bird Study:** By appointment only. Need to complete requirement 5, 6, 7, & 8 before camp. Recommended for older Scouts only.



**Botany:** By appointment only. Requires extensive pre-camp work. Recommended for older Scouts only.



**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:

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

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**Camping:** Not recommended for first year Scout Campers. Need to complete requirement 8a & 8c before camp. Will be attending an overnight on Wednesday. Must have a backpack for the overnight. 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 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. Requires a 500 word essay which may be difficult for younger Scouts.



**Fingerprinting:** Recommended for all Scout Campers.



**First Aid:** Recommended for all Scout Campers. Must have First Aid skills up through and including First Class First Aid. Complete requirement # 2b at home and bring it to camp. Must also take the Basic CPR course at camp to complete the badge.



**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. Do not bring gear to the class.



**Forestry:** Not recommended for first year Scout campers.



**Geology:** By appointment only. Not recommended for first year Scout Campers. Requires extensive pre-camp work.



**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 already have Swimming Merit Badge. May require extra time. Must take the Basic CPR course at camp or have proof of current certification.



**Mammal Study:** Recommended for all Scout Campers. Good choice for first year campers.



**Metalwork:** Recommended for all Scout Campers. Good choice for first year 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 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 lashing requirements up through and including First Class.

**Reptile Study:**

By appointment only. Not recommended for first year Scout Campers. Requires extensive pre-camp work. 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 frame 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: Could be as much as \$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 Conservation:**

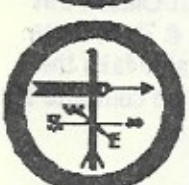
Not recommended for first year Scout campers.

**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. Scouts who are not classified as a "swimmer" are encouraged to take swimming instructions.

**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 signup.

**Weather:**

By appointment only.

**Wilderness Survival:**

Should have completed the camping requirements up to and including First Class. Bring supplies for requirement #5. Will be attending on overnight on Wednesday.

**Wood Carving:**

Recommended for all Scout Campers. Good choice for first year campers. Purchase of some materials required. Scouts need a jack-knife. Projected cost:

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# CAMP WILLIAM HINDS - 1993 - ADVANCEMENT SCHEDULE

FIRST ACTIVITY PERIOD	AQUATICS	CRAFTSHOP	NATURE-CONS.	SCOUTCRAFT	SHOOTING SPORTS	HEALTH LODGE	SCOUT SKILLS
MON 8:30 - 9:20 TUE 8:45 - 10:35 WED 8:30 - 9:20 THUR No Class FRI 8:30 - 9:20	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Small-Boat Sailing MB Snorkeling BSA Swimming MB	Basketry MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*=Double period Period 1 & 2) Forestry MB Mammal Study MB Oceanography MB	Camping MB Pioneering MB Wilderness Survival MB	*Shotgun MB (*=Double period Period 1 & 3) #Rifle Shooting MB (*=Double period Period 1 & 2)	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
SECOND ACTIVITY PERIOD							
MON 9:30-10:20 TUE No Class WED 9:30-11:20 THUR 8:30-9:20 FRI 9:30-10:20	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Small-Boat Sailing MB Swimming MB	Basketry MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*=Double period Period 1 & 2) #Environmental Science MB (*=Double period Period 2 & 3) Soil & Water Cons MB	Cooking MB Pioneering MB Wilderness Survival MB	#Rifle Shooting MB (*=Double period Period 1 & 2) %Archery MB (*=Double Period Period 2 & 3)	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
THIRD ACTIVITY PERIOD							
MON 10:30-11:20 TUES 10:45-11:35 WED No Class THUR 9:30-11:20 FRI 10:30-11:20	Canoeing MB Rowing MB Small-Boat Sailing MB Swimming Instructions Swimming MB Water Skiing MB	Leatherwork MB Metalwork MB Woodcarving MB	#Environmental Science MB (*=Double period Period 2 & 3) Fish & Wildlife Management MB Mammal Study MB	Camping MB Cooking MB Orienteering MB	%Archery MB (*=Double period Period 2 & 3) *Shotgun MB (*=Double Period Period 1 & 3)	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
OTHER	Mile Swim 4PM Mon thru Thurs	Fingerprinting MB 6:50-8:30 PM Tues or Wed	Fishing MB - Mon 7:00-9:45 PM in Council Ring			Basic CPR (Not certification) Film Mon 1:15-2:15 or 4:00-5:00 Rec Hall Class Tue or Wed 7:15-9:15 Dining Hall	

## BY APPOINTMENT

See director of the area to make an appointment for these badges. They require much pre-camp work. (No pre registration)	ADULTS: Safe Swim & Safety Afloat Mon 4:00 PM	Indian Lore MB	Astronomy MB Bird Study MB Botany MB Geology MB Insect Study MB Nature MB Reptile Study MB Weather MB			Personal Fitness MB Athletics MB Bugling MB
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Speciality Merit Badges offered to Scouts 13 or older will be announced at Breakfast on



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# CAMP HINDS -1993- DAILY SCHEDULE

## SUNDAY:

- 12:30 Scoutmaster & S.P.L.'s planning meeting
- 2:00 Cadigan 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, Tour of Camp
- 2:00-3:00 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 (Your campsite guide will come and get your troop)
- 9:15 Call to Quarters (All Scouts in their own campsite)
- 9:25 Tattoo (All Scouts in bed)
- 9:30 Taps (All Scouts - lights out and quiet)
- 9:50 Adult Cracker Barrel in Dining Hall

## MONDAY-FRIDAY

- 7:00 Reveille (All quiet until reveille)
- 7:10 Waiter's Call
- 7:25 Mess Call
- 7:30 Breakfast (Cookout Wednesday)
- 8:00 Troop site improvement/Campsite inspection by SPL
- 8:00 Sick Call

	Monday	Tuesday	Wednesday	Thursday	Friday
1st Period	8:30-9:20	8:45-10:35	8:30-9:20	No Class	8:30-9:20
2nd Period	9:30-10:20	No Class	9:30-11:20	8:30-9:20	9:30-10:20
3rd Period	10:30-11:20	10:45-11:35	No Class	9:30-11:20	10:30-11:20
11:30-12:15	General Swim - Open Boating (Except Tuesday) - Adult leaders needed for lifeguards - Please help				
12:00	S.P.L. Meeting behind the Rec Hall				
12:10	Waiter's Call				
12:25	Mess Call				
12:30	Lunch (Cookout Wednesday)				
1:00	Campwide Good Turn				
	Siesta and troop quiet time in site (Staff & Leader Swim)				
2:15- 3:00	Troop Rotation Period				
3:10- 3:55	Troop Rotation Period				
4:00- 4:50	Activity Period & Open Areas - Adult leaders needed as lifeguard - Please help				
5:00	(Staff & Leader Swim)				
5:45	Formal Retreat (except Wednesday) & Waiter's Call (5:40)				
6:00	Dinner (Cookout Wednesday, Family Barbecue Friday)				
6:50- 8:30	Evening Activity Period				
9:00	Call to Quarters (All Scouts in their campsites)				
9:25	Tattoo (All Scouts in bed)				
9:30	Taps (All Scouts- lights out and quiet)				

## FRIDAY

- 5:45 PM Formal Retreat
- 6:00 Family Barbecue
- 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 - See you next summer!)



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# CAMP WILLIAM HINDS - 1993 - DAILY ACTIVITY SCHEDULE

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

BOWAZEEN DAY COOK-OUT BREAKFAST ORDER OF ARROW DAY VISITOR'S DAY

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:30-9:20	MERIT BADGE 1	DUTY TO GOD 8:45-1:35	MERIT BADGE 1	MERIT BADGE 2	MERIT BADGE 1
9:30-10:20	MERIT BADGE 2	MERIT BADGE 1 PROJECT PERIOD	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 3 PROJECT PERIOD	MERIT BADGE 2
10:30-11:20	MERIT BADGE 3	10:45-11:35 MERIT BADGE 3		Cooking MB cookout	MERIT BADGE 3
11:30-12:15	Cooking MB cookout SWIM & BOATING	Troop Photos	Camping MB overnight prep SWIM & BOATING	SWIM & BOATING	SWIM & BOATING
12:00 - SPL Meeting 12:15 - WAITER'S CALL 12:30 - LUNCH 1:00 - SIESTA (Staff Swim)					
2:15-3:00	TROOP ROTATION 1 NATURE	Troop Photos TROOP ROTATION 3 SCOUTCRAFT	COOK-OUT LUNCH TROOP ROTATION 5 ARCHERY RANGE	TROOP ROTATION 7 & 8 TROOP ACTIVITIES (YOU PLAN AND DO THESE ON YOUR OWN) -OR- BASIC SCOUT SKILLS/OLDER BOY	TROOP TIME TO PACK-UP, CLEAN-UP AND TO PREPARE FOR CAMPWIDE EVENT
3:10-3:55	TROOP ROTATION 2 AQUATICS	TROOP ROTATION 4 CRAFTSHOP	TROOP ROTATION 6 RIFLE RANGE		CAMPWIDE EVENT
4:00-4:50	TROOP ACTIVITIES & OPEN AREAS	TROOP ACTIVITIES OPEN AREAS SHOTGUN SHOOTING	TROOP ACTIVITIES & OPEN AREAS		
5:00 - STAFF & LEADER SWIM 5:45 - RETREAT 6:00 - DINNER	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FISHING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FINGERPRINTING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FINGERPRINTING MB	MERIT BADGE EXTRA HELP SESSION TROOP ACTIVITIES	SPECIAL EVENTS TROOP ACTIVITIES (or DUSK)
6:50-8:30 (or DUSK)	CALL TO QUARTERS TATTOO	OPEN AREAS = OPEN BOATING TROOP ACTIVITY = NATURE TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATER POLO, WATER VOLLEYBALL, ETC.	OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE, FISHING TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT, SOFTBALL, VOLLEYBALL, SOCCER, ETC.		

FAMILY B-B-Q

COOK-OUT DINNER

6:50-8:30 (or DUSK)	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FISHING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FINGERPRINTING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FINGERPRINTING MB	MERIT BADGE EXTRA HELP SESSION TROOP ACTIVITIES	SPECIAL EVENTS TROOP ACTIVITIES (or DUSK)
9:00 - CALL TO QUARTERS 9:25 - TATTOO 9:30 - TAPS	OPEN AREAS = OPEN BOATING TROOP ACTIVITY = NATURE TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATER POLO, WATER VOLLEYBALL, ETC.	OPEN AREAS = OPEN BOATING TROOP ACTIVITY = NATURE TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATER POLO, WATER VOLLEYBALL, ETC.	OPEN AREAS = OPEN BOATING TROOP ACTIVITY = NATURE TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATER POLO, WATER VOLLEYBALL, ETC.	MERIT BADGE EXTRA HELP SESSION TROOP ACTIVITIES	CAMP FIRE CLOSING CEREMONY



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# TROOP AND INDIVIDUAL ACTIVITIES



## NEW IN '93:

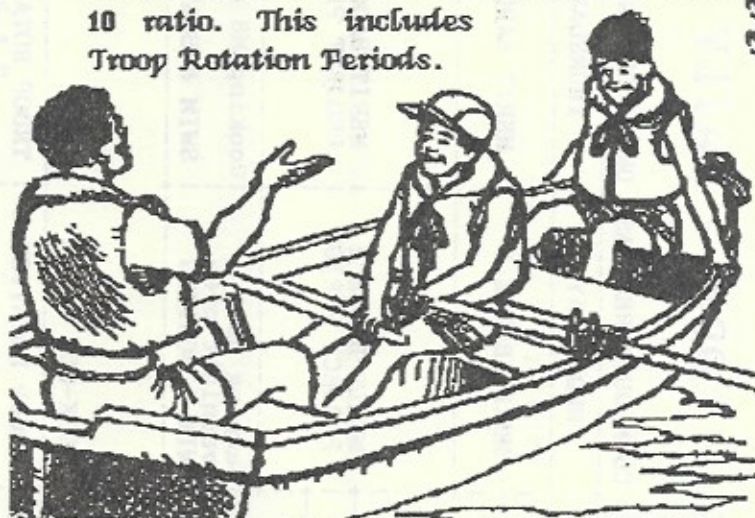
For troops that prefer to have staff run activities instead of troop activities, two optional Troop rotations will be available. Activities will be available in Basic Scout Skills and in Older Scout Activities. The specific activities are listed in the "Junior Leader's" section of this manual.

## ADULT SUPERVISION:

Adult leaders are required to accompany their Scouts at all scheduled troop activities and maintain at least a 1 to 10 ratio. This includes Troop Rotation Periods.

## 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 hobo cooking demonstration, and yet another may want to learn how to make rope, etc. During the aquatics period, one troop may want to have a troop swim, another may want to play 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. Lists of possible activities for each program area are found in the "Junior Leader's" section of this manual. 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, fishing trip (by boat or on foot), a conservation project or a service project.



## SWIMMING & BOATING:

A general swim and open boating period will be held following the morning merit badge program each day except Tuesday. 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.

## FISHING:

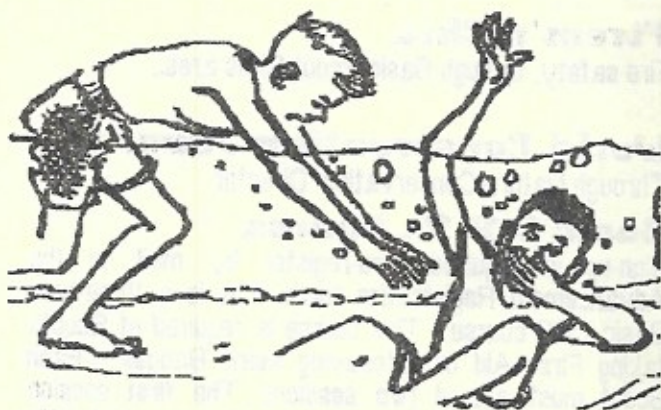
Scouts may go fishing with a buddy during open areas. Favorite spots include Tenny Point and the river side of Chipmunk point. Scouts may fish from rowboats during scheduled boating periods. Fishing is not allowed in the swimming area, the boating area or off the bridge. Scouts are not permitted to wade into the water while fishing. The Nature-Conservation area has some gear.

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## 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, Basic Scout Skills, Service Projects, Conservation Projects, and Craftshop. You can challenge another troop to softball, volleyball, soccer, or basketball. **Adult leaders are required 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, Fishing, 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. Some counselors may not be available because of lifeguard duty.

## EVENING ACTIVITIES:

### SPECIAL ACTIVITIES:

Some activities are scheduled for certain groups such as Fishing Merit Badge, Fingerprinting Merit Badge, and the Basic C.P.R. course. Scouts planning to take these sessions must sign-up for them on their Advancement Registration form.

### OPEN AREAS:(6:50-8:30 or dusk)

The following areas will be open for individual Scouts or patrols to take advantage of: Boating, Fishing, 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, Basic Scout Skills, 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, or water polo etc.



## COOKOUTS:

Cookouts will be held all-day Wednesday and will include Wednesday BREAKFAST, Wednesday LUNCH, and Wednesday DINNER. Additional information can be found on page 35.

Scouts taking Cooking Merit Badge will also be cooking out Monday and Thursday lunches and will be in the Scoutcraft area from 11:30 AM to 2:15 PM. They need to invite a guest from your troop.

Troops planning an overnight hike or canoe trip may make arrangements for additional cookout meals.



## CAMPWIDE EVENTS:

We will provide at least one camp wide event during the week on Friday afternoon. The specific activity to be held during this time will be determined by a vote of the SPL's. Details of four pre-planned campwide events are given in the "Junior Leader's" section of this manual. 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

Scouts are required to sign-up in advance. Pre-register by mail on the Advancement Registration Form. This activity meets at 4:00 PM Monday thru Thursday. All four sessions are required. Adults may also do the mile swim, but they do not need to sign-up in advance.



### 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.** A certificate of completion will be issued.

### POLAR BEAR SWIMS:

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

### Paul Bunyan Award:

Advanced use of woods tools, through Scoutcraft.

### Totin' Chip:

Wood tools safety, through Basic Scout Skills area.

### Firem'n Chit:

Fire safety, through Basic Scout Skills area.

### World Conservation Award:

Through Nature-Conservation Director.

### 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 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 \$3.00 fee will be charged for the certification.



### Fishing Merit Badge:

Each Monday evening the Mid Coast Anglers of the Bassmasters bring several expert fishermen to camp to offer a special Fishing Merit Badge program. This is an excellent program for Scouts of all ages. The session takes place from 7:00 to 9:45 PM in the council ring. 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 18. All boys and leaders must be swimmers. If you plan on going on a canoe trip, obtain a Canoe Trip Application form from the Program Director. This form must be signed by the Aquatics Director (and the cook if you are requesting meals) at least 24 hours before your planned departure.

## 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.

# PROGRAMS FOR OLDER SCOUTS

## BSA Lifeguard:

Offered July 4-10 and August 15-21 at Camp Hinds. See page 5 for further details. Also at Camp Bomazeen July 4-10, July 11-17, and July 18-24.

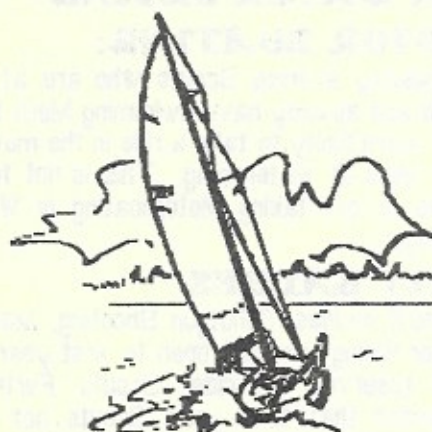


## Snorkeling, BSA:

Not available to first year campers. Participants must have Swimming Merit Badge. Meets during merit badge session 1. Scouts are strongly 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. Available weeks 4 thru 7 only.



## BOARD SAILING, BSA

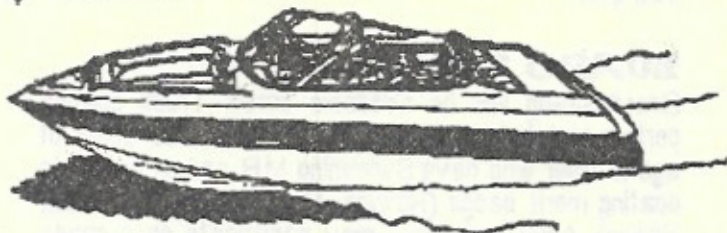
This new award will be available by appointment only through the aquatics director. Available weeks 4 thru 7 only.





### 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. Preference will be given to the Scouts who are NOT in the Shotgun Merit Badge class.



### 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, Small-boat Sailing, 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 PM (Mon thru Thurs), or 7 PM (Mon thru Thurs). Any adults 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 with him when he goes to make the appointment. No classes are held for these merit badges. Appointments for these badges are usually held between the Scout and the counselor at 11:30, 4:00 PM or 7:00 PM. Our experience shows that first and second year Scouts usually are not successful with these badges, since they generally require more independent work than those badges which are scheduled as classes.



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# 1993 ADVANCEMENT REGISTRATION FORM

Name

Troop  Campsite  Week  Age

<b>FIRST PERIOD: (CIRCLE ONE)</b> <u>OPEN TO ALL SCOUTS</u>		
<b>Basketry MB</b> <b>First Aid MB</b> <b>Leatherwork MB</b> <b>Mammal Study MB</b> <b>Metalwork MB</b> <b>Pioneering MB</b> <b>Rowing MB</b> <b>Swimming MB</b> <b>Wilderness Survival MB</b> <b>Woodcarving MB</b>	<u>NOT RECOMMENDED FOR 1st YEAR</u> <b>Camping MB</b> <b>Canoeing MB</b> <b>Environmental Science MB</b> (Double Period 1&2) <b>Forestry MB</b> <b>Lifesaving MB</b> <b>Oceanography MB</b> <b>Rifle Shooting MB</b> (Double Period 1&2) <b>Small-boat Sailing MB</b>	<b>OLDER SCOUTS ONLY</b> <b>Motorboating MB</b> <b>Snorkeling BSA</b> <b>Shotgun Shooting MB</b> (Double Period 1&3)  <u>FIRST YEAR SCOUTS</u> <b>Basic Scout Skills</b> (complete session choices on the back of this form)
<b>SECOND PERIOD: (CIRCLE ONE)</b> <u>OPEN TO ALL SCOUTS</u>		
<b>Basketry MB</b> <b>Cooking MB</b> <b>First Aid MB</b> <b>Leatherwork MB</b> <b>Metalwork MB</b> <b>Pioneering MB</b> <b>Rowing MB</b> <b>Swimming MB</b> <b>Wilderness Survival MB</b> <b>Woodcarving MB</b>	<u>NOT RECOMMENDED FOR 1st YEAR</u> <b>Archery MB</b> (Double Period 2&3) <b>Canoeing MB</b> <b>Environmental Science MB</b> (Double Period 1&2) <b>Environmental Science MB</b> (Double Period 2&3) <b>Lifesaving MB</b> <b>Rifle Shooting MB</b> (Double Period 1&2) <b>Small-Boat Sailing MB</b> <b>Soil &amp; Water Cons. MB</b>	<b>OLDER SCOUTS ONLY</b> <b>Motorboating MB</b>  <u>FIRST YEAR SCOUTS</u> <b>Basic Scout Skills</b> (complete session choices on the back on this form)
<b>THIRD PERIOD: (CIRCLE ONE)</b> <u>OPEN TO ALL SCOUTS</u>		
<b>Cooking MB</b> <b>First Aid MB</b> <b>Leatherwork MB</b> <b>Mammal Study MB</b> <b>Metalwork MB</b> <b>Rowing MB</b> <b>Swimming Instructions</b> <b>Swimming MB</b> <b>Woodcarving MB</b>	<u>NOT RECOMMENDED FOR 1st YEAR</u> <b>Archery MB</b> (Double Period 2&3) <b>Camping MB</b> <b>Canoeing MB</b> <b>Environmental Science MB</b> (Double Period 2&3) <b>Fish &amp; Wildlife MB</b> <b>Orienteering MB</b> <b>Small-boat Sailing MB</b>	<b>OLDER SCOUTS ONLY</b> <b>Shotgun Shooting MB</b> (Double Period 1&3) <b>Water Skiing MB</b>  <u>FIRST YEAR SCOUTS</u> <b>Basic Scout Skills</b> (complete session choices on the back of this form)
<b>OTHER SESSIONS:</b> <b>Mile Swim - Mon thru Thurs 4:00 PM</b> <b>Fishing MB - Monday 7:00-9:45</b> <b>Basic CPR (not certification) - Mon 1:15-2:15 or 4:00-5:00 &amp; Tues 7:15-9:15</b> <b>Fingerprinting Merit Badge - Tues 6:50-8:30</b> <b>Basic CPR (not certification) - Mon 1:15-2:15 or 4:00-5:00 &amp; Wed 7:15-9:15</b> <b>Fingerprinting Merit Badge - Wednesday 6:50-8:30</b>		

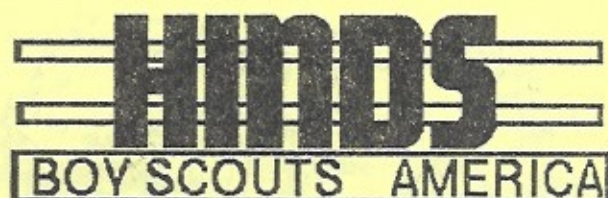
This is to certify that I personally counselled the above named Scout, and I certify that he understands and meets the pre-requisites as described on pages 11 thru 14 of the "1993 Summer Camp Guide", and that he is qualified to work on the merit badges indicated above.

Scoutmaster: \_\_\_\_\_ Date \_\_\_\_\_  
NOTE: Any erasures or changes must be initialed by the Scoutmaster.









## INFORMATION FOR ADULT LEADERS

### CAMP HINDS POLICIES & REGULATIONS:

#### ADULT LEADERSHIP:

B.S.A. policy requires that each campsite have a minimum of TWO adults present in camp at all times. One may be between 18 and 21 years old. If a troop has difficulty securing two-deep leadership, they should consider sharing a campsite with another troop. Arrangements to share a site can be made through the Council Service Center or the Camp Director.

#### 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, the center of camp, 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 the troop at all times and is responsible for the conduct and discipline of the 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.

#### YOUTH PROTECTION:

Unit leaders are responsible to know and adhere to the Youth Protection guidelines of the Boy Scouts of America. These are explained on page 10.



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## 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 Health Officer, 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 "fail" 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. As a Scout camp we use the 8-point defense plan. 1) Qualified Supervision, 2) Physical Fitness, 3) Safe area, 4) Lifeguards on duty, 5) Lookout, 6) Ability groups, 7) Buddy system, and 8) Good discipline.

## SWIMMING & WADING

The waterfront near the parade grounds is the only location where scouts are allowed to swim or wade. Scouts must not be in the water elsewhere. This includes Chipmunk Point, Tenny Point, and in front of Tenny Campsite.



## ADULT TRAINING:

All adults are required by the BSA to take these brief but required orientation sessions EVERY YEAR. An increasing number of aquatic accidents on troop trips is the basis for this rule. This course will be held on Monday at 4:00 at the waterfront. Troops are encouraged to schedule a "safe swim" at the Tenny Point safe swim area during their stay in camp so they can practice the skills taught in this course.

## 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.

## FIRE PREVENTION:

Care should be exercised around the campsite in the use of matches and fuels. No flames of any type are permitted inside tents. Two fire buckets filled with clean water must be near each tent or lean-to in your campsite. Use the Troop Fire-Guard Plan in your campsite. Blank forms are available from your commissioner.

## LIQUID FUELS:

Liquid fuel or propane stoves and lanterns may be used by Scouts only when under the direct supervision of a knowledgeable adult. This is a National Regulation. All unattached fuel containers must be stored by the ranger. Do not place empty containers in the dumpsters. The use of liquid fuels for starting any type of fire by Scout troops is prohibited. This includes damp wood, charcoal, and ceremonial campfires. Solid-type starters are just as effective, are easier to store and carry, and are much safer to use for this purpose.

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## 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 Health Officer.



## MEDICATIONS:

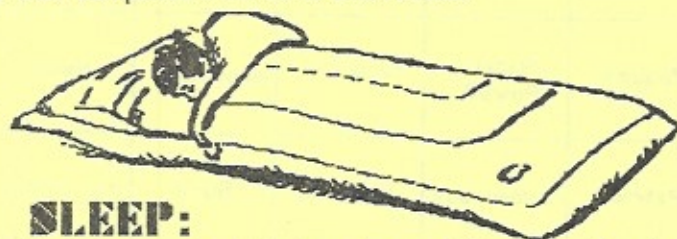
Pine Tree Council makes a concerted effort to comply with State of Maine and B.S.A. laws and regulations on this subject. With that in mind, **all medications brought to camp by campers, leaders, and staff MUST be given to the camp health officer upon arrival at camp.** This includes prescription and non-prescription items. The health officer 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.

## CALL TO QUARTERS:

- Call to quarters is at 9 PM. All Scouts should remain in their campsites from 9 PM until reveille.



## 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. Scouts should be directed to sleep with their heads on opposite ends of the tent. This is a health & safety requirement.



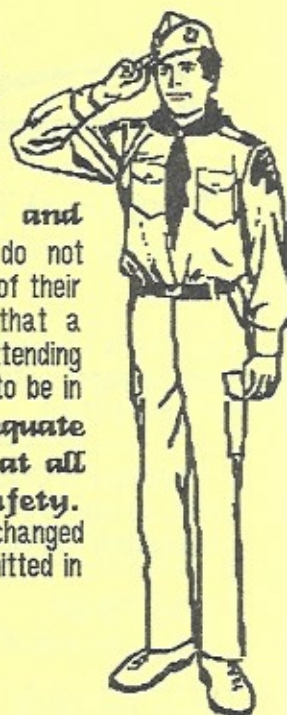
## OFF LIMITS:

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.



## 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 the chart on the next page.

## PLEASE PLEASE PLEASE USE OUR FORMS:

Please do NOT send us computer print-outs in place of our Advancement Registration Forms or Troop Roster Sheets. Although your computer sheets are helpful to you, they slow down our process and sometimes cause serious problems. One summer a troop arrived in the dining hall on Sunday evening only to find they were not assigned tables. It turned out the problem was that they sent in a computer printout instead of a yellow roster sheet and the Dining Hall Steward didn't recognize it. We fixed things for Monday morning, but everybody in camp had to have their table assignments changed. Another time, some older Scouts missed out on their merit badges because the data entry clerk

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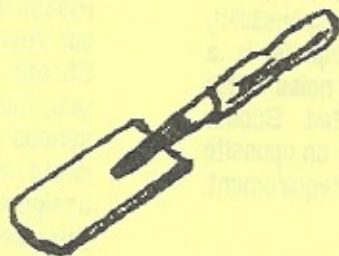


# CAMP WILLIAM HINDS

## 1993 TROOP GOOD TURNS

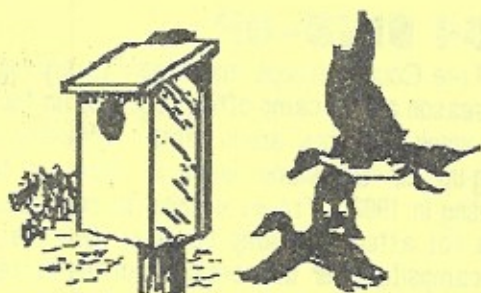
Troop Good Turns are done each day directly after the noon-meal. They should take no longer than 15 minutes. They are:

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>KITCHEN &amp; POINT:</b> Pick up papers, etc. All around the Dining Hall and Chipmunk Point.	Baden Powell	Pershing	Brownsea	Siple	Dan Beard
<b>TRIANGLE &amp; COUNCIL RING:</b> Pick up papers etc. from Dining Hall to Blockhouse to Recreation Hall and back to Dining Hall.	Bailey	Ridgway	Byrd	MacMillan	Tenny
<b>CRAFTSHOP:</b> Pick up the area of all litter.	Brownsea	Siple	Dan Beard	West	Maguire
<b>HEALTH LODGE:</b> Do whatever the Health Officer needs done at the Health Lodge.	Byrd	MacMillan	Tenny	Bailey	Patrick
<b>WATERFRONT &amp; PARADE GROUNDS:</b> Pick up papers etc. Remove lost and found items in the area bring them to Trading Post.	Dan Beard	West	Maguire	Baden Powell	Pershing
<b>RECREATION HALL &amp; TRADING POST:</b> Pick up papers, etc around the outside of these building.	Tenny	Bailey	Patrick	Wilderness	Ridgway
<b>CAMPER SHOWER HOUSE</b> Pick up papers, etc outside and inside. Sweep out shower building. Remove lost & found items.	Maguire	Baden Powell	Pershing	Brownsea	Siple
<b>CAMP ROAD:</b> Pick up litter on both sides of the road from the blockhouse to the camp gate.	Patrick	Wilderness	Ridgway	Byrd	MacMillan



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## CONSERVATION:

Please be careful of trees in camp. Please do not permit Scouts to cut live trees. Trees can be pruned of dead branches. 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 in your campsite. Troops are encouraged to get involved in conservation projects. 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 38 of this manual.



## 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 and 7:30-8:00 PM  
Daily (Mon-Sat): after breakfast until 8:45 AM  
Tuesday Evening 6:50-7:30 PM (cookout pick-up time)  
Friday: 7:00-7:30 PM (For returns)

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## SHOWERS:

Comfortably warm showers are available for campers near the Nature area. A new shower facility for leaders is planned in 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 dish washer. Adult staff and leaders must NOT be using the camper shower.



## LEADER'S LOUNGE:

A Leader's lounge is maintained near the Rec Hall. The lounge is divided into three rooms. The first room is for camp staff only. The middle room is the TV room and is used jointly by adult leaders and camp staff. The back room is the smoking lounge and is used by adult leaders and camp staff over 18 who smoke. This room is for Adults only. You are welcome to come to the lounge to relax, read the daily newspaper, have a cup of coffee or 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.

## 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.

## ARE YOU BORED ?

Much of the work done around camp is done by volunteers like you. In the past leaders have built tent platforms, latrines, a new terrarium fence, a new council ring gateway, and have re-shingled some of the camp buildings during their stay in camp. If you are looking for a project, please contact the Camp Director or Ranger. We'd love your help.





## 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 Hinds we use the Host and Waiter system. On Sunday each troop needs to assign an experienced Scout to serve as the first waiter for each of your tables. You should send one waiter for every 7 people in your troop. The table leader should assign Scouts to serve as waiters 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 EVALUATION:

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

## 1994 SIGN-UP:

Pine Tree Council troops may begin to sign-up for the 1994 season at the camp office beginning on the Sunday of the week that they are in camp - providing they are signing-up for the same week in 1994 as they are attending in 1993. Troops wishing to change weeks or troops not attending Camp Hinds in 1993 may sign-up for a campsite after the conclusion of the corresponding week. Out-of-council troops may pencil-in a campsite using the same procedure, but may be bumped by a local troop until September 1st. The reservation fee is \$40.00 per patrol site. Sign-up must meet the following guide lines.

\* Anticipated total attendance **MUST** meet the **MINIMUM** capacity of a given site, so long as those sites are available.

\* Troops may not register more people than the stated maximum of any site, without express approval of the Camp Director.

\* No site will be doubled up until all appropriate sites are filled, unless both unit leaders request the double.

\* Troops who do not hold reservations for all patrol sites in a campsite, may be doubled with another unit.

\* Partial patrol sites may not be reserved (except those 3 sites which have half-sites).

\* Additional sites may be reserved as extra Scouts indicate a desire to go to camp.

\* Lean-tos in Ridgway, Baden-Powell, Byrd, and Patrick, and the Tenny Rec Hall are not included in site capacities.

\* Patrol sites may be cancelled with no forfeit before April 1st. After that date, site deposits are **NOT** refundable.

\* Any week may be closed to additional unit reservations, at the discretion of the Director of Camping, if the total camp maximum has been achieved.

Campsite	Minimum # people	Maximum # people	Patrol Sites
Baden-Powell	16	32	4
Bailey	24	48	6
Brownsea	26	52	6.5
Byrd	14	28	3.5
Dan Beard	4	16	2
MacMillan	16	32	4
Maguire	4	16	2
Patrick	20	40	5
Pershing	16	32	4
Ridgway	16	40	5
Siple	4	16	2
Tenny	12	24	3
West	10	20	2.5



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# 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. The health officer will post "Heat Alert" signs in prominent locations around camp. 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.

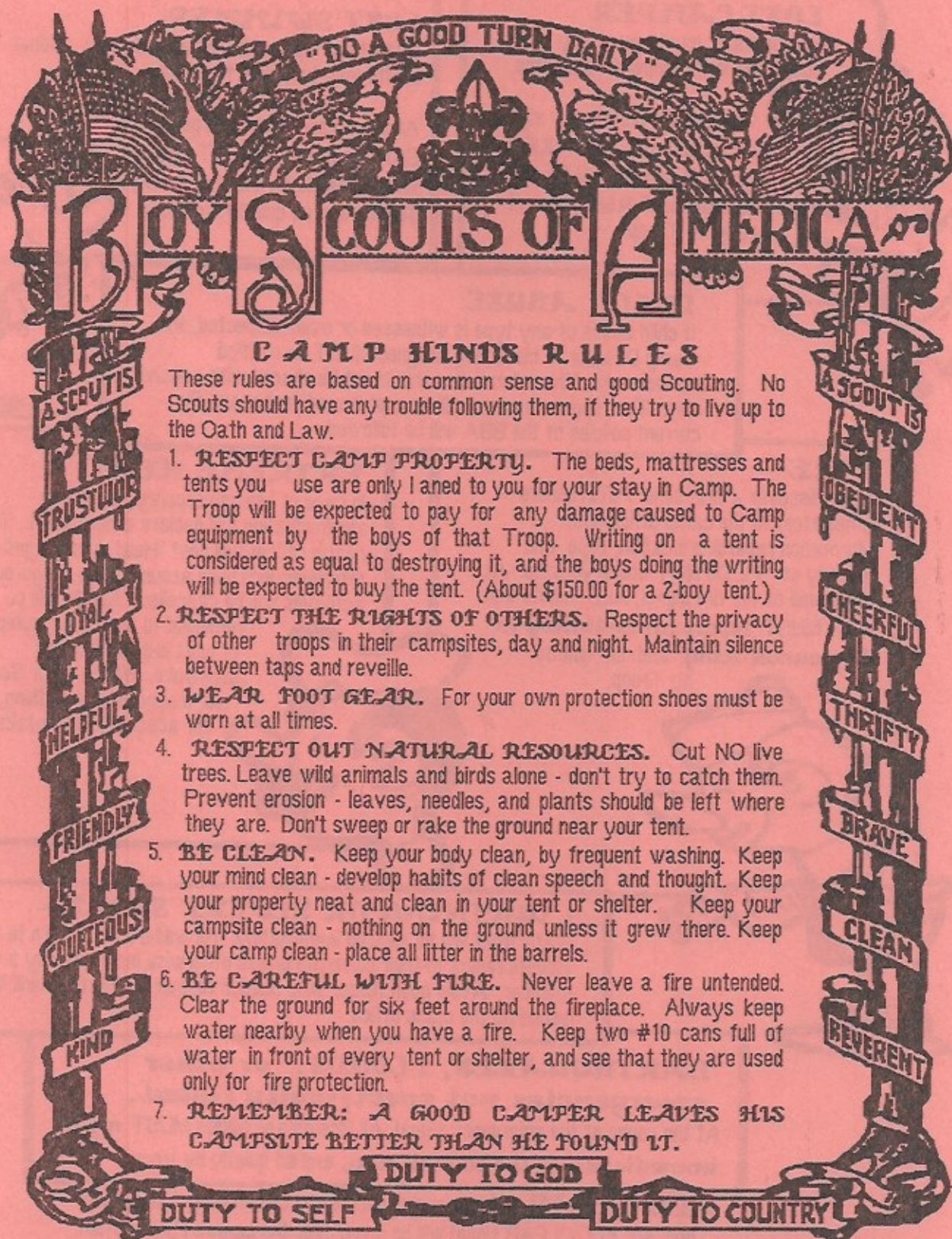
## EARTHQUAKES, FLOODS, or other emergencies not specifically listed.

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.

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# PROGRAM PLANNING INFORMATION

## PROGRAM KICKOFF:

There will be two program informational meetings at Camp Hinds this year. The purpose will be to distribute copies of the 1993 Summer Camp Guide, Advancement Registration forms and Medical Forms, and to go over the major changes and high lights of the 1993 Camp Hinds Program. These meeting will be held on Wednesday, May 5th at 7:30 PM and Saturday May 8, at 2:30 PM. Troops are encouraged to have at least one leader at one of these meetings.



## 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. All Scouts and leaders **MUST** attend.

## 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 23-24) 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 merit badges, Swimming Instructions, Basic Scout Skills, Mile Swim, Snorkeling BSA, 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 has been completed, they should be collected by the Scoutmaster and be mailed to camp for arrival **at least one full week** 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 3:00 PM.

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 paper work this summer, we will NOT be processing blue cards. The Troop Copy of the Camp Hinds 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 six summers except that the current sheets were 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 2:00 PM and 3:00 PM at the Rec Hall.



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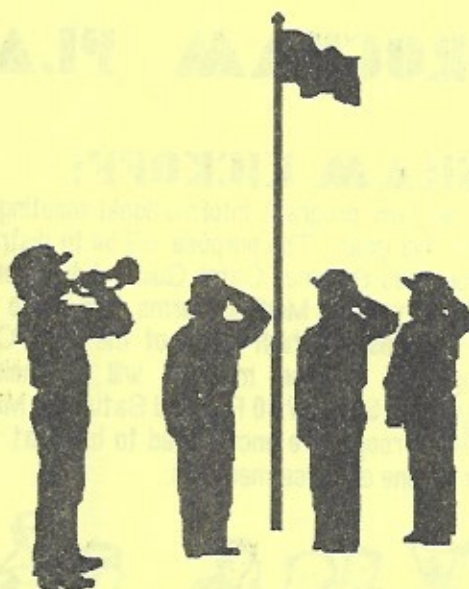
## BALANCING CLASS SIZES:

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 (except Wednesday) at 12 noon under the tarp behind the Rec Hall. Each S.P.L. is expected to attend and be on time. He should bring a notebook, a pencil or pen, and his copy of the "Junior Leader's" section of this manual to each meeting. At this meeting Camp Wide events are planned and other concerns will be addressed. If your Camp Senior Patrol Leader can not attend on any given day, he should appoint a replacement. Scoutmasters are excluded from this meeting.



## 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 Tenny 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. When the command "Troops forward march" is given, troops should enter the parade ground parallel to the waterfront.

Please Duplicate this page  
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attending summer camp



## TROOP AND PATROL COOKING:

- Starting with Wednesday breakfast, we will have troop/patrol cooking day. For three meals (Wednesday Breakfast, Wednesday Lunch, and Wednesday Dinner) 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 7:30 AM, 12:30 PM, and 6:00 PM, please notify your staff guests so they can be there on time. The menus include:

### MENU

Wednesday Breakfast	Wednesday Lunch	Wednesday Dinner
Egg & Toast -OR- French Toast	Subs w/ lunch meat, cheese, tomatoe, onion	Baked Beans
Cold cereal	lettuce, pickles, etc.	Hot dogs w/ rolls
Milk	Potato Chips	Carrot sticks
Fresh fruit	Milk/Bug Juice	Dessert
	Dessert	Milk/Bug juice

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 at least 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.

	Wednesday Breakfast	Wednesday Lunch	Wednesday Dinner
Food Pick-up	6:30 AM	11:00-11:30 AM	4:30-5:00 PM
Returns	Before 8:30 AM	1:30-2:00 PM	7:00-7:30 PM

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:

Pick-up	6:50-7:30 Tuesday Evening (For all three meals)
Return	After breakfast until 8:45 Thursday morning

The camp will provide charcoal, if needed, but no fluid. Use of fluid by troops is prohibited at Boy Scout Camps. Troops desiring charcoal may pick it up at the Camp room at the times listed above and on page 30.

**PLEASE DO NOT EAT WITHOUT YOUR STAFF GUESTS PRESENT.  
THANKS.**



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## 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 23-24 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 **at least one full week** prior.
  - \_\_\_\_\_ Photocopies of all Health & Medical Forms are mailed to camp to arrive **at least one full week** prior to your arrival. 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.

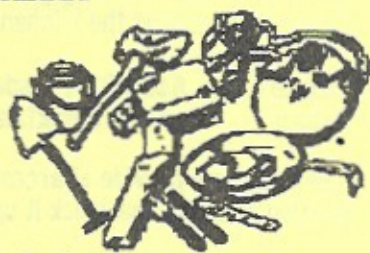
## WHAT YOUR TROOP SHOULD BRING TO CAMP

### Troop Gear:

Pots and Pans, Dutch Oven, Chef Kit  
Troop Flags, Patrol Flags.  
Dependable alarm clock  
Brooms  
✦ Extra Copy of all Medical forms

### 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  
✦ Wheel barrow or garden cart  
✦ Sports equipment (softball, volleyball, soccer ball, etc.)



**For a list of personal gear please see page 4.**

## WHAT NOT TO BRING TO CAMP

✦ Sheath knives, Fireworks, Firearms, Ammunition, Bows & arrows, Radios, Tape players, CD Players & Televisions, walkmen, electronic games, squirt guns, Alcoholic beverages or Illegal drugs are prohibited. Other valuables should also be left at home. Leaders and campers are not allowed to bring pets to camp. Persons under the age of eighteen may not have vehicles in camp without prior written approval of the Camp Director.

### EXCEPTION:

✦ Unit Leaders may bring a radio to be used in their campsite if they wish to keep informed about the current news and weather forecasts.

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attending summer camp





# TROOP ACTIVITY SCHEDULE

COOK-OUT BREAKFAST

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
8:30-9:20	ADVANCEMENT	DUTY TO GOD	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	8:30-9:20
9:30-10:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	9:30-10:20
10:30-11:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	10:30-11:20
			COOK-OUT LUNCH			
2:15-3:00					TROOP TIME TO PREPARE FOR CAMPWIDE EVENT	2:15-3:00
3:10-3:55					CAMPWIDE EVENT	3:10-3:55
4:00-4:50						4:00-4:50
			COOK-OUT DINNER			
6:50-8:30 (Dusk)				ADVANCEMENT	CAMPFIRE	6:50-8:30 (Dusk)

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

TRSCD/H91









# 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:

NAME OF LEADER	POSITION	DAYS IN CAMP (Please circle)						
1 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
2 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
3 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
4 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
5 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
6 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
7 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
8 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat

## BOY LEADERS (Those not listed with a patrol):

SPL \_\_\_\_\_ 4 \_\_\_\_\_  
2 \_\_\_\_\_ 5 \_\_\_\_\_  
3 \_\_\_\_\_ 6 \_\_\_\_\_

### PATROL NAME: \_\_\_\_\_

1 \_\_\_\_\_ 5 \_\_\_\_\_  
2 \_\_\_\_\_ 6 \_\_\_\_\_  
3 \_\_\_\_\_ 7 \_\_\_\_\_  
4 \_\_\_\_\_ 8 \_\_\_\_\_

### PATROL NAME: \_\_\_\_\_

1 \_\_\_\_\_ 5 \_\_\_\_\_  
2 \_\_\_\_\_ 6 \_\_\_\_\_  
3 \_\_\_\_\_ 7 \_\_\_\_\_  
4 \_\_\_\_\_ 8 \_\_\_\_\_





**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____





# 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:

NAME OF LEADER	POSITION	DAYS IN CAMP (Please circle)						
		Sun	Mon	Tue	Wed	Thr	Fri	Sat
1 _____	_____							
2 _____	_____							
3 _____	_____							
4 _____	_____							
5 _____	_____							
6 _____	_____							
7 _____	_____							
8 _____	_____							

## BOY LEADERS (Those not listed with a patrol):

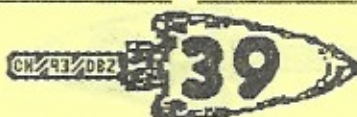
SPL \_\_\_\_\_ 4 \_\_\_\_\_  
2 \_\_\_\_\_ 5 \_\_\_\_\_  
3 \_\_\_\_\_ 6 \_\_\_\_\_

### PATROL NAME: \_\_\_\_\_

1 \_\_\_\_\_ 5 \_\_\_\_\_  
2 \_\_\_\_\_ 6 \_\_\_\_\_  
3 \_\_\_\_\_ 7 \_\_\_\_\_  
4 \_\_\_\_\_ 8 \_\_\_\_\_

### PATROL NAME: \_\_\_\_\_

1 \_\_\_\_\_ 5 \_\_\_\_\_  
2 \_\_\_\_\_ 6 \_\_\_\_\_  
3 \_\_\_\_\_ 7 \_\_\_\_\_  
4 \_\_\_\_\_ 8 \_\_\_\_\_





**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

**PATROL NAME:** \_\_\_\_\_

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____





# CAMP

PINE TREE COUNCIL



# HINDS

BOY SCOUTS AMERICA

## PATROL LEADER'S COUNCIL INFORMATION



project, a conservation project, or a fishing trip (by foot or boat). Or for troops that prefer staff run activities instead of troop activities, two optional rotations will be available. Activities will be available in Basic Scout Skills and in Older Scout activities. Here are some ideas:



### 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 eight period (a two-hour block - or three hours if you wish to continue into the 4:00 PM open area time slot), you can plan a troop run activity, advancement sessions in your campsite, free time, a canoe trip, an out of camp hike, a service

### 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 at Tenny Point after initial introduction at waterfront.)
- Snorkeling
- Troop Boating
- Troop Swim
- Water Games (Specific game picked when you arrive)







## CRAFTSHOP

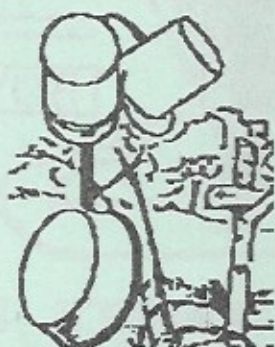
Barrel Painting  
Basketry Projects  
Craftstrip (Gimp) Projects  
Indian Crafts  
Leather Projects  
Metalwork Projects  
Nature Crafts  
Neckerchief Slides (wood or Leather)  
Patrol Flags  
Plaster Casting  
Silk Screen Printing (bring T-shirt)  
Sign Making  
Stencil Craft  
Woodburning  
Woodcarving



## NATURE IDEAS:

Aquatic Ecology Study  
Bird Feeder Building  
Bird Identification Hike  
Conservation Projects  
Edible Plants  
Forestry Projects  
Making Trail Signs  
Nature Games  
Nature Hike  
Onion Hunt  
Scavenger Hunt  
Swamp Romp  
(Beginners and Swimmers only  
- requires old clothes/shoes that  
can get wet and muddy)  
Trail improvement Project

Wildlife Habitat Improvement  
Weather Instrument Construction



## SCOUTCRAFT

Aluminium Foil Cooking  
Backpack Preparation  
Backwoods Cooking  
Bread & Biscuits  
Camp Gadgets  
Compass Hike  
Cooking Demonstration  
Cooking with Charcoal  
Cooking With Liquid Fuel & Propane  
Dutch Oven Cooking  
Hobo Cooking  
Knots, Lashings, & Splices  
Lashings  
Low Impact Camping  
Map & Compass Treasure Hunt  
Matchless fires  
Measuring Heights & Distances  
Menu Planning  
Basic Orienteering  
Pancake Flipping  
Rope Making  
Shelter Making  
Signaling  
Splices  
Survival Tricks  
Trail First Aid

## TROOP OR PATROL ACTIVITIES

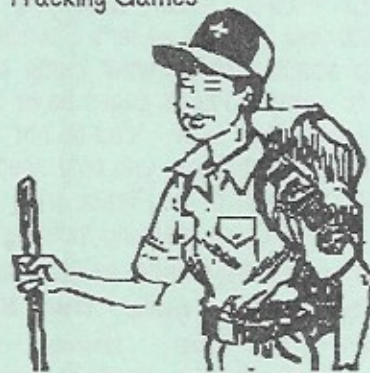
There are many activities  
your troop can do on its  
own and don't need to be  
scheduled.  
Hike a trail  
Tug of war  
Go fishing



Fishing Trip (on foot or by boat)  
Basketball  
Soccer  
Softball  
Volleyball  
Ultimate (frisbee)  
Overnight hike\*  
Canoe trip (day or overnight\*)  
Work on the Patrol Adventure Award  
(\*=These require that you fill out a  
trip application form with the Program  
Director.)

## BASIC SCOUT SKILLS

Compass Course Game  
Firem'n Chit (Fire building)  
First Aid Games  
Fitness Games  
Five Mile Hike  
Knot Relay  
Map Reading  
Obstacle Course  
Tent Pitching  
Totin' Chip (Knife, Ax, Saw)  
Tracking Games



## OLDER SCOUT ACTIVITIES

Advanced Orienteering  
Advanced Forestry or Conservation  
Projects  
Advanced Cooking  
Fitness Games  
Obstacle Course  
One on One Competitions  
Pioneering Projects  
Problem Solving Games  
Wood Splitting (Paul Bunyan Axeman)

Please Duplicate this page  
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attending summer camp





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

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



## AFTERNOON ACTIVITIES :

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

## OPEN AREAS: (4:00-4:50)

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

### Nature-Conservation:

Anything listed under "Troop Rotation"

### Scoutcraft:

Anything listed under "Troop Rotation"

### Basic Scout Skills:

Totin' Chip

Firem'n Chit

Anything listed under "Troop Rotation" Service

### Service Projects:

All kinds - see your commissioner

### Health & Safety:

Operation Rescue

Basic First Aid Review

### Sports:

Volleyball

Soccer

Basketball

Softball

Ultimate (frisbee)

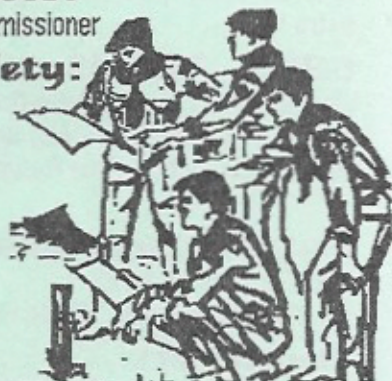
### Conservation Projects:

All kinds - see Nature Director

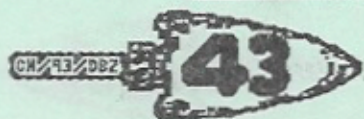
### On your own:

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

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



4 PM	ACTIVITIES YOUR TROOP WANTS
1	
2	
3	
4	



Please Duplicate this page for each JUNIOR LEADER attending summer camp





## EVENING ACTIVITIES:

(6:50-8:30 or dusk)

Troop Activities may also be scheduled for the evenings on Monday, Tuesday & Wednesday but don't forget to schedule some free time. (Thursday is Merit Badge extra help)

## OPEN AREAS: (6:50-8:30 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:

Anything listed under "Troop Rotation"

## Basic Scout Skills:

Anything listed under "Troop Rotation"

## Service Projects:

All kinds - See your commissioner

## Conservation Projects:

All kinds - See Nature Director

## Sports Competitions:

Basketball

Volleyball

Soccer

Softball

Ultimate (frisbee)

## Aquatics Activities:

Balloon Volleyball

Water Volleyball

Water Basketball

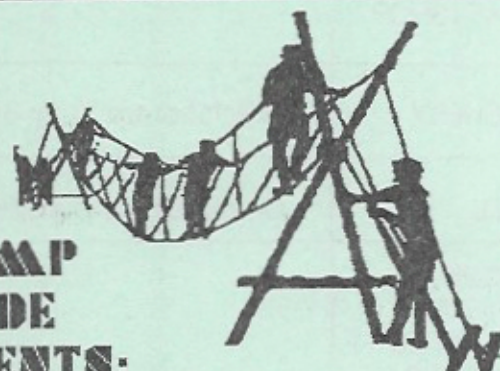
Water Polo

Troop swim at Safe Swim Area

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

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

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



## CAMP WIDE EVENTS:

We have a camp wide event scheduled for two hours on Friday afternoon. As SPL you must also discuss this with your Patrol Leader's Council to find out what kinds of activities the Scouts in your troop would like. On the following pages are four pre-planned camp wide events. When all the SPL's meet at camp at noon on Monday, we'll pick one of the four as a starting point and then we'll adjust it into 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. 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.

## 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. Unit leaders are responsible to screen skits for suitability and to be present during the campfire. This is a troop activity.

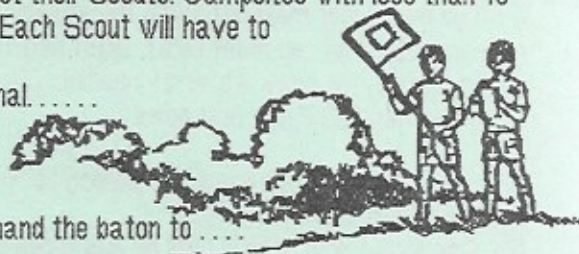
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for each JUNIOR LEADER  
attending summer camp



## GIANT RELAY RACE - CAMP WIDE EVENT #1

All campsites MUST be on station at the designated time. The first campsite to complete all events in order and get the baton to the finish line is the winner. Adults may NOT participate or assist their Scouts. Campsites with less than 15 Scouts are encouraged to team-up with another campsite for this event. Each Scout will have to be assigned more than one job.

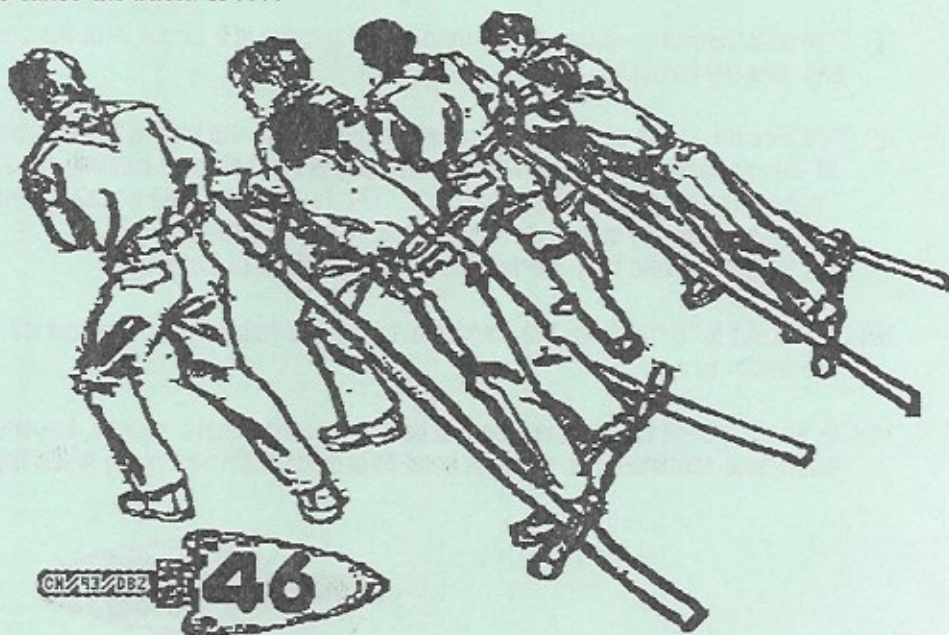
Starting and Finish lines are at the Council Ring gate. At the starting signal.....



- 1) One Scout does 20 sit-ups and hands the baton to ....
- 2) One runner who will run from the council ring to the boating dock and hand the baton to ....
- 3) Two swimmers or beginners in a rowboat who will row out and collect a wooden block with their boat number on it and bring it to the staff member in the boat down the river. (If the block retrieved does not have the matching number, they will throw it as far away as possible then continue to search for their own number.) After they hand the block to the staff boat, they will return to the rowboat dock where they will hand the baton to ....
- 4) A Scout who runs from the boat dock across the bridge and down the trail to Tenny Point where he hands the baton to ..
- 5) Two swimmers in a canoe (already stationed on tenny point) who paddle to the float and hand the baton to a swimmer on the float. Both canoeists return the canoe to Tenny point.
- 6) The swimmer swims with the baton from float to F-dock where he hands the baton to a ....  
(See event #8 for additional duties)
- 7) A swimmer or beginner who takes the baton from the end of the F-dock to the opposite end of the beginners area. He hands the baton to ...
- 8) A novice, with both hands on a kick-board, kicks his way from the far end of the area to F-dock, and hands the baton to the swimmer from event #6 who takes the baton and passes it to ...
- 9) A runner standing outside the waterfront fence near the buddy boards. He goes from the waterfront to the Basic Scout Skills Area near Boone Cabin. He hands the baton to ...
- 10) A Scout (who must have a compass with him) who completes a three-bearing compass course. He must come within 20 feet of his expected target to proceed. When he has completed the course. ...
- 11) Two other Scouts will use a two-man carry to bring the Scout with the compass and the baton to the cooking area and give the baton to ...
- 12) Two Scouts at the cooking area near Ridgway, who will build a fire and boil 8 ounces of water and a little squirt of dish soap in a #10 can. The Scouts may bring their own kindling, tender, wood, etc. You must use only natural materials. No paper. Bring matches. The fire may be built ahead of time, but may not be lit until the baton arrives. When the suds overflows the edge of the #10 can ....  
(The Scouts who built the fire MUST stay behind to clean-up)
- 13) One Scout is to run from the cooking area to the foundation of the old ice house building near West campsite and hand the baton to ....
- 14) A Scout at the foundation who will tie the following knots: square, bowline, sheet bend, two half hitches, clove hitch, and tautline hitch. (Scouts need to provide their own rope) When finished he will hand the baton to ...



- 15) Two Scouts who will improvise a stretcher using two poles and a blanket or using two poles and several shirts and/or jackets. Scouts may not begin assembling the stretcher until the baton arrives. When the stretcher is completed the knot tier becomes a passenger. The "passenger" will have a cup of water balanced on his chest. The passenger may not touch the ground or the cup. The passenger is carried to the camp road near Baden-Powell campsite. The cup must be at least half full when it arrives at the the road. The entire team may return to the foundation for more water as needed. (Scouts are responsible for providing the materials to make the stretcher - they may NOT use tent poles.)
- 16) Upon arrival at the road, the person being carried will then run to the Archery range and hand the baton to ...
- 17) One Scout who shoots until he hits three arrows into the colored part target. When done he passes the baton to ...
- 18) One Scout who runs from Archery Range to the basketball court.
- 19) At the basketball court, one Scout takes foul shots until he makes 5 baskets. If more than one person is at the station, he may shoot until he misses. When he misses he must go to the end of the line. When done he hands the baton to ....
- 20) One Scout who runs from the basketball court to the craftshop and passes the baton to ...
- 21) One Scout at the craftshop who pounds three nails into a log and recites the Scout Oath and then runs to the terrarium where he hands the baton to ....
- 22) Two Scouts who will complete a 10 item scavenger hunt and then hand the baton to ...
- 23) One runner runs from the terrarium to the front of the Rec Hall.
- 24) At the front of the Rec Hall, three Scouts will build a chariot. Each troop needs to provide 4 six-foot lashing poles and enough rope to do 5 lashings - they may NOT use tent poles.) When the chariot is finished, two of the Scouts will drag the chariot to the health lodge. The third Scout with the baton will be the passenger. If the lashings fall apart or the passenger touches the ground, they must go back to the starting line to repair their chariot. They may not begin to tie their lashings until the baton arrives.
- 25) At the Health lodge, a runner takes the baton to the blockhouse and hands the baton to ....
- 26) Another runner at the blockhouse who takes the baton to ....
- 27) Yet another runner at the A-frame who takes the baton and runs across the finish line.
- 28) The first campsite to cross the finish line with the baton WINS !!!





## WATER CARNIVAL - CAMP WIDE EVENT #2

All campsites MUST be on at the Tenny Point at the designated time. This is NOT a relay race. Each event will be scored from 1 to 10 point. Scouts can not be in two consecutive events. (Event 2 will begin before event 1 finishes, Event 3 will begin before event 2 finishes, etc.)

### Event 1 - Rowboat race

Two beginners or swimmers row down Tenny to staff boat and back under the bridge and then to swimming area.

### Event 2 - Canoe race

Two swimmers paddle from canoe dock, down river, back under the bridge and then to F-dock

### Event 3 - Medley Relay

One swimmer for each stroke: Side stroke, crawl, breast stroke, and backstroke.

### Event 4 - Surface diving

One swimmer starting in the water in the swimmers area does surface dives to collect as many "mystery" objects as possible in 3 minutes.

### Event 5 - Hand sculling row boat

Three beginners or swimmers hand scull a rowboat across the beginners area.

### Event 6 - Kick board race

One novice or beginner (If you have no novices) with both hands on kick board kick their way from F-dock to the other end of the novice area and back.

### Event 7 - In and Out canoe race

Two swimmers paddle canoe along designated course, Every time bell sounds, jump out of the canoe into water and then get back into canoe and continue. The bell will ring many times during the event.

### Event 8 - Rowboat push

One beginner pushes row boat from F-dock to across the beginners area and back.

### Event 9 - Nugget race

One novice tries to collect as many nuggets as he can in 2 minutes.

### Event 10- Distance swim

One swimmer Swims from F-dock around floats to Tenny point.

### Event 11- Dis-robing rescue

One swimmer wearing, shoes, socks, long pants, long sleeve buttoned shirt, jacket, and swim trunks, dis-robes and does a water rescue of a drowning victim (a floating object).

### Event 12- Ring buoy toss

Two scouts each throw the ring-bouy two times for accuracy.

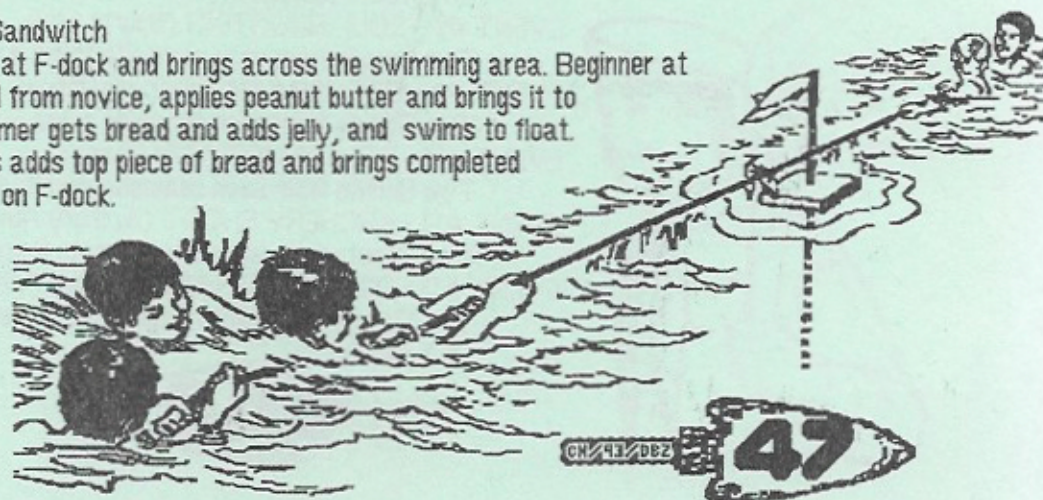
### Event 13 - Water Spaniel

Three beginners or swimmers row straight to floating block dead ahead. If block number is same as the team's own boat number, return to starting point. If block carries another number, throws it as far as you can, row until the team's own block found, and return to starting point.

### Event 14 - Peanut butter & jelly Sandwich

Novice gets piece of bread at F-dock and brings across the swimming area. Beginner at far side of area gets bread from novice, applies peanut butter and brings it to swimmer on F-dock. Swimmer gets bread and adds jelly, and swims to float. At float, second swimmers adds top piece of bread and brings completed sandwich to Scoutmaster on F-dock.

### Event 15 - SPL water polo game (If time is available)





# OLYMPICS - CAMP WIDE EVENT #3

## PART 1 - RACES

Events #1 thru 6 will occur between 2:30 and 4:00 in three heats. Troops should follow the rotation as shown below.

HEAT A - CAMPSITES: Baden-Powell, Byrd, Maguirem Ridgway, West

HEAT B - CAMPSITES: Bailey, Dan Beard, Patrick, Siple, Wilderness

HEAT C - CAMPSITES: Brownsea, MacMillan, Pershing, Tenny



### HEAT A

Rowing Race  
Canoe Race  
Relay Swim  
Distance Swim  
Peanut-Butter  
50-yard dash

### HEAT B

Relay Swim  
Distance Swim  
Peanut-butter  
50-yard dash  
Rowing Race  
Canoe Race

### HEAT C

Peanut-butter  
50-yard dash  
Rowing Race  
Canoe Race  
Relay Swim  
Distance Swim

### Event 1 - Rowboat race (Chipmunk point)

Two beginners or swimmers row down Tenny to staff boat and back to bridge and then to I-dock.

### Event 2 - Canoe race (Chipmunk point)

Two swimmers paddle from canoe dock around the "turtle dock" and back to canoe dock

### Event 3 - Swimming Relay (Waterfront)

Four swimmers (or beginners) swim in relay fashion from F-dock to I-dock, I-dock to F-dock, etc.

### Event 4 - Distance swim (Waterfront)

One swimmer swims from F-dock to boundary lines in swimmers area and back to F-dock. Complete 5 laps.

### Event 5 - Peanut Nutty butter & jelly Sandwich

Novice gets piece of bread at F-dock and brings across the swimming area. Beginner at far side of area gets bread from novice, applies peanut butter and brings it to swimmer on F-dock. Swimmer gets bread and adds jelly, and swims to float. At float, second swimmers adds top piece of bread and brings completed sandwich to Scoutmaster on F-dock

### Event 6 - 50-yard dash (At council ring gate)

One Scout runs the 50-yard dash

## PART 2 - SKILL EVENTS

Events #7 thru 12 will occur between 4:00 and 5:00 PM. You may do these events in any order. If any station is too crowded, go do another one first

### EVENT #7 - SOFTBALL THROW (Sports field)

Two Scouts from each campsite throws three balls at 6 soda cans stacked in pyramid fashion

### EVENT #8 - FOUL SHOOTING (Sports field)

Two Scouts from each campsite takes 5 foul shots

### EVENT #9 - SOCCER KICK (Near craftshop)

Two Scouts from each campsite takes 5 attempts at making a goal.

### EVENT #10 - RIFLE SHOOT (Rifle Range)

Two Scouts from each campsite shoots one target

### EVENT #11 - ARCHERY SHOOT (Archery range)

Two Scouts from each troop Shoots 5 arrows at the target.

### EVENT #12 - SCAVENGER HUNT (Nature Area)

Two Scouts from each campsite collect as many items on the list as possible in 3 minutes.





## SCOUT SKILLS COMPETITION - CAMP WIDE EVENT #4

This Camp wide event can be done by campsite or by patrol as determined by the Senior Patrol Leaders. Each station is worth a total of 30 points.

### Event #1 - Swimming (Waterfront)

A Scout swims from F-dock to end of finger demonstrating correct form for crawl, side, breast, and elementary backstroke.  
(7.5 points each stroke)

### Event #2 - First Aid (Tarp behind Rec Hall)

Two Scouts render aid to an unconscious victim. (5 points off each mistake.)

### Event #3 - Compass Course (Basic Scout Skills)

Two scouts follow a three point course, and are awarded points on accuracy.  
(Each foot away from destination subtracts 1 point)

### Event #4 - Lashing (Boone Pump House)

Two Scouts complete square, diagonal, tripod, and shear lashing. (7.5 points each correct lashing.)

### Event #5 - Firebuilding (Cooking Area)

One Scout builds a fire to boil 8 ounces of water and a squirt of dish soap in a #10 can. The fire must be lit with one match. Forfeit 5 point for each additional match needed. Fastest time gets 30 points, 2nd - 28 points, 3rd - 26 points, etc.

### Event #6 - Totin' Chip (Scoutcraft axe yard)

One Scout (who has his totin' chip card with him) uses a 3/4 axe to make a tent stake. (6 strokes=30 points, 7 strokes=25 points, 8 strokes=20 points, etc.)

### Event #7 - Knots (Ice house foundation near West Campsite)

A Scout ties square, bowline, two half hitches, clove hitch, and sheetbend.  
(6 points each)

### Event #8 - Tent Pitching (Old Scoutcraft area - across from Patrick Campsite)

Two Scouts pitch a tent for time. (Fastest time 30 points, 2nd = 28 points, 3rd = 26, etc)

### Event #9 - Signaling (Craftshop)

Two Scouts receive a semaphore message from a staff member.  
(2 points off for each letter missed)

### Event #10 - Foul Shooting (Sports field)

Two Scouts each take 5 foul shots. (3 points each)

### Event #11 - Plant Identification (Nature Area)

A Scout identifies 10 plant samples (3 points each)

### Event #12 - Scavenger Hunt (Volleyball net)

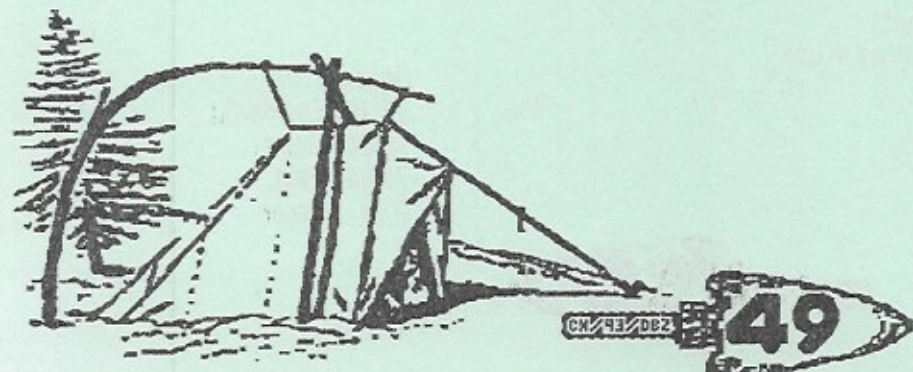
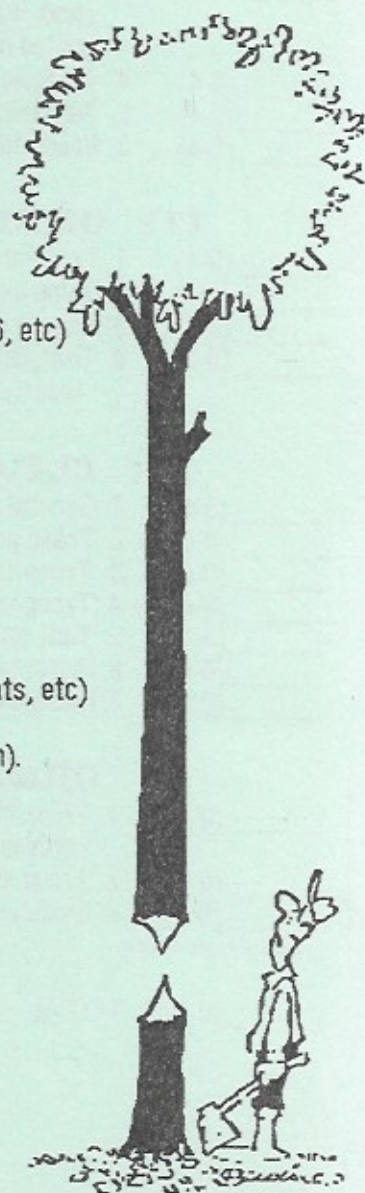
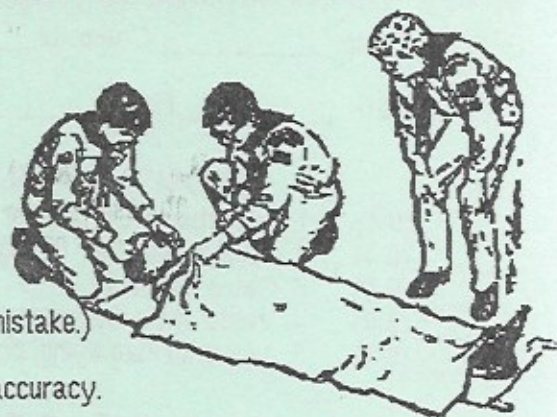
Two Scouts find 10 items in three minutes (3 points each)

### Event #13 - 50 yard dash (Council Ring Gate)

One Scout runs 50-yard dash. (best time = 30 points, 2nd = 28 points, 3rd = 26 points, etc)

### Event #14 - Physical Fitness (Health Lodge)

Two Scouts, one does push-ups (1 point each), the other does pull-ups (1 point each).  
Maximum 30 points.





# TROOP INSPECTION SHEET

Troop: \_\_\_\_\_ Campsite: \_\_\_\_\_ Week: \_\_\_\_\_

Day: \_\_\_\_\_ Time: \_\_\_\_\_ Inspector: \_\_\_\_\_

Score

## I. SCOUT SPIRIT:

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

## II. HEALTH, SAFETY & CONSERVATION:

- \_\_\_\_ (0-4) 1. Ground cover in place.
- \_\_\_\_ (0-4) 2. Clothes lines 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. Site 55-gallon fire barrel filled with clean water. Fire equipment in place. Hoses coiled & properly stored. A "No Flames in Tents" sign posted near any troop supplied tents.
- \_\_\_\_ (0-4) 4. All liquid fuel and unattached propane cylinders stored in the camp's flammable liquid locker.
- \_\_\_\_ (0-4) 5. All vehicles parked in the camp parking lot.
- \_\_\_\_ (0-4) 6. Woods tools and other equipment properly stored.

## III. ORDERLINESS:

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

## IV. CLEANLINESS:

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

## V. ORGANIZATION:

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

=====

\_\_\_\_ (0-100) TOTAL

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





# CAMP WILLIAM HINDS

## 1993 - 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 Health Officer, Commissioner, or Program Director.

\_\_\_\_\_  
Scoutmaster

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

\_\_\_\_\_  
Senior Patrol Leader

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

\_\_\_\_\_  
Senior Patrol Leader

4. Each member of the patrol must demonstrate a desire to improve himself by doing one of the following:

\_\_\_\_\_  
Scoutmaster or Scribe

- 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)

Advancement in camp

P.L. \_\_\_\_\_

\_\_\_\_\_

A.P.L. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

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

\_\_\_\_\_  
Senior Patrol Leader



Please Duplicate this page  
for each JUNIOR LEADER  
attending summer camp



Cook out at least one meal patrol style.  
(Build your own fire, prepare and cook your own food in your patrol site, and clean up.)

\_\_\_\_\_  
Senior Patrol Leader

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

\_\_\_\_\_  
Senior Patrol Leader

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

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

\_\_\_\_\_  
Senior Patrol Leader

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

\_\_\_\_\_  
Senior Patrol Leader

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

\_\_\_\_\_  
Nature Director

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

\_\_\_\_\_  
Commissioner

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

\_\_\_\_\_  
SM or SPL of other troop

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

\_\_\_\_\_  
Area Director

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

\_\_\_\_\_  
Program Director

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

\_\_\_\_\_  
Commissioner

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

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

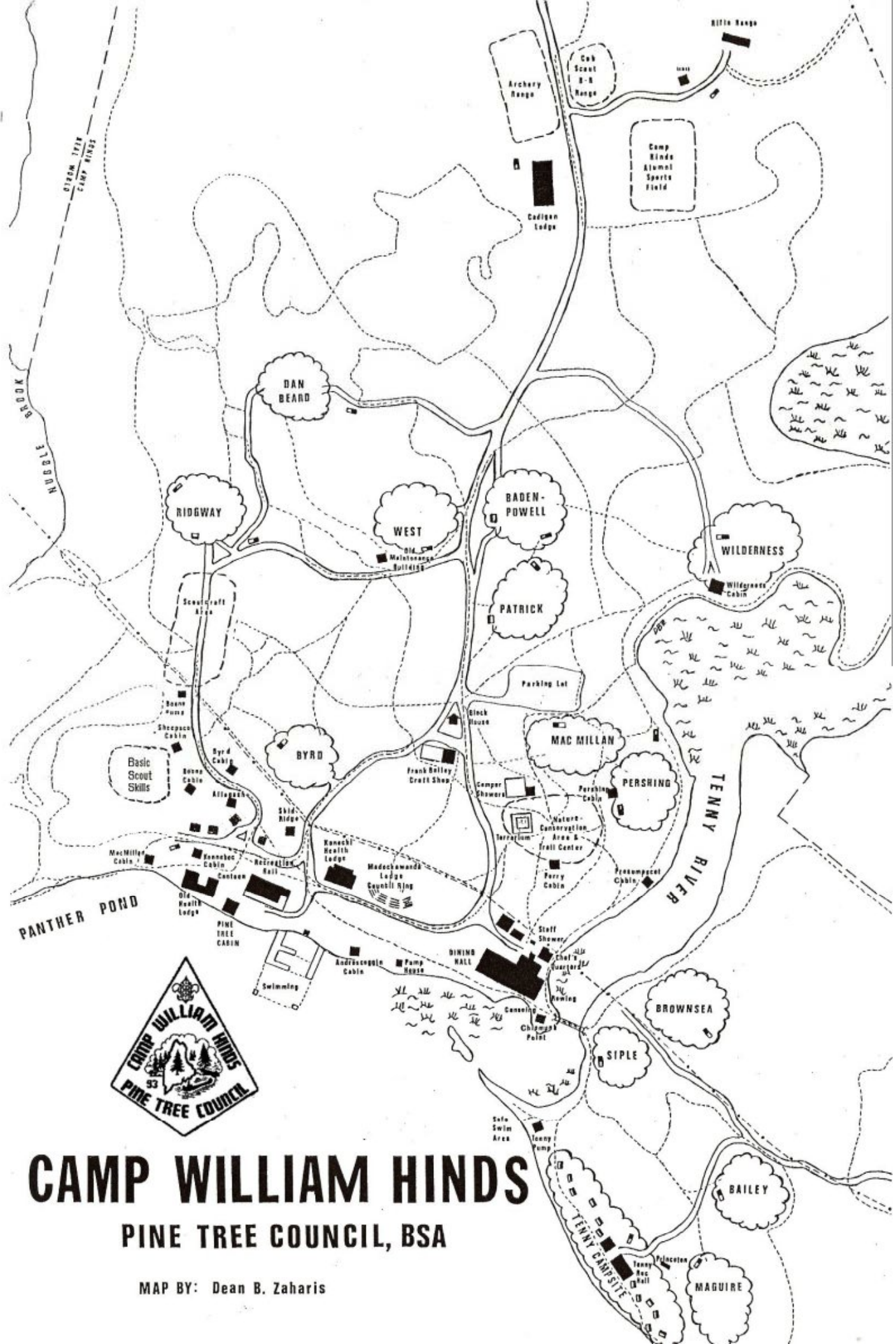
We have completed the requirements for the Patrol Adventure Award: (Each Scout sign below)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Please Duplicate this page  
for each JUNIOR LEADER  
attending summer camp







# CAMP WILLIAM HINDS

## PINE TREE COUNCIL, BSA

MAP BY: Dean B. Zaharis



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**Please  
Bring this  
handbook  
to Camp  
with you!**