1993
PROVISIONAL CAMPER'S GUIDE
A guide for Scouts and Parents

CAMP HINDS
PINE TREE COUNCIL
BOY SCOUTS OF AMERICA
**CHECK-IN FOR PROVISIONAL SCOUTS:**

Check in between 2:00 and 2:15 PM.

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. Scouts should plan on carrying in their personal gear to their campsites. This will help alleviate traffic congestion on the camp road. 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.

Provisional campers will be staying in Wilderness Campsite. Upon arrival at the campsite you will be met by your provisional Scoutmaster and his Staff who will assist you with the check-in procedures.

Tent and patrol assignments will be made by the Provisional Scoutmaster. Scouts from the same home troop will generally be placed in different patrols, but will have plenty of time to be together.

**CHECK-OUT:**

The camp week will officially end after breakfast on Saturday morning, but there will be no program following breakfast. Scouts planning to depart Friday night may do so directly after the campfire with the permission of the Scoutmaster.

Advancement records, medical forms, and troop photos will be distributed after the campfire at the Dining Hall. Due to the amount of work necessary to get these packets together, these items can NOT be picked up prior to this time. If you must leave before that time, these materials may be picked-up at the camp office at a future time. Any advancement not picked-up will be mailed to the home Scoutmaster after camp closes for the season.

Scouts staying overnight should be packed and prepared to leave by 8:00 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.
All forms are available free of charge through the Council Office. We ask that all Scouts send (or bring) photocopies of their medical forms to Camp William Hinds, 145 Plains Road, Raymond, Maine, 04071 at least one full week prior to your arrival. Medicals need to be clearly labeled with "Provisional" and the week. 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. Scouts complying with this request will be processed through the Health Lodge before troops that do not comply. It is suggested that you bring an extra copy of your medical when you come to camp.

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

**MERIT BADGE SIGN-UP**:
Each Scout should consult with his home Scoutmaster and fill-out an Advancement Registration form. Once completed, the form should be mailed to camp so that it arrives at least one full week before the Scout.

**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. We discourage visitors during the week as this generally promotes home sickness in other Scouts when they see their friends parents. Scouts leaving camp must check-out with the Provisional Scoutmaster and then 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 area 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 $2.00 tickets available for brothers and sisters under the age of 12. Scouts and Leaders attending Camp for the week will be issued free tickets. All parents are encouraged 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.
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. 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:

<table>
<thead>
<tr>
<th>Week</th>
<th>dates</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>July 4-10</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BSA Lifeguard Week</td>
</tr>
<tr>
<td>2</td>
<td>July 11-17</td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>3</td>
<td>July 18-24</td>
<td>Troop Camping</td>
</tr>
<tr>
<td>4</td>
<td>Jul 25-31</td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>5</td>
<td>Aug 1-7</td>
<td>Troop Camping</td>
</tr>
<tr>
<td>6</td>
<td>Aug 8-14</td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>7</td>
<td>Aug 15-21</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BSA Lifeguard Week</td>
</tr>
</tbody>
</table>

CAMP FEES:
The following are the 1993 Camp fees:

<table>
<thead>
<tr>
<th>Type</th>
<th>Local</th>
<th>Out-of-Council</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop Camping</td>
<td>$115.00</td>
<td>$125.00</td>
</tr>
<tr>
<td>Provisional</td>
<td>$125.00</td>
<td>$135.00</td>
</tr>
<tr>
<td>BSA Lifeguard</td>
<td>$125.00</td>
<td>$135.00</td>
</tr>
</tbody>
</table>

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 May 15th.

STAY-OVER FEES:
If a Scout is staying more than one week, he should plan on going home on the weekends. During the weekend, we are conducting a Cub Scout parent-son program. There is no specific program for Boy Scouts staying over and supervision is at a minimum. 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. All Scouts 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.
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.

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 ($7.00 if you want it mailed to you). The Provisional Scoutmaster will collect money Sunday and turn it into the Trading Post. Scouts will receive their photos Friday night in the Dining Hall after the 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.

COOK-OUTS:
Wednesday is cook-out day. The provisional troop will be cooking out all three meals that day. Each Scout needs to bring his own eating utensils (plate, cup, knife, fork, and spoon) for that day. If what you bring is not disposable, you will be responsible for cleaning it yourself.

WHAT TO PACK:
The following items should be packed in a cool box 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 (for cookout day)
- Flashlight with extra batteries
- Jacket or sweater
- Toilet articles (No sprays please)
- Photocopy of Medical form (If not already mailed)
- Scout Handbook, 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.
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 50-11 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.

MAIL:
Out-going mail should be placed in the mailbox 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.

USA 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 these badges.

TELEPHONE:
The camp telephone number for incoming calls is: (207) 855-4878. 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.
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.

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. 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 throughout the area. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making new friends from around the council. This program is a great way for boys to spend an extra week at camp after their own troop has gone home. It will extend the fun and adventure of summer camp. In addition to taking part in the individual advancement program, the provisional campsite will be organized like a troop and will participate as a group in camp activities. Each week will be filled with hikes, games, campfires, and competitions, and some other extra activities available only to provisional campers.

CAMP STAFF AND CIT PROGRAM:
Camp Hinds has openings for Scouts who will be 16 by July 1st and are interested in serving on the 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.

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 Scouting giving information on National Jamborees, the Camp Hinds Alumni Association, the Order of the Arrow, and much more.

Note: There is no page 7, 8, 10, or 16 in this handout.
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.
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 some 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.3 means Tenderfoot requirement #3, 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.3 - 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/Tolin' Chip


**Session D:**
T.10 - Identify local poisonous plants, tell treatment
S.5 - Identify or show evidence of 10 kinds of wild animals
F.6 - Identify or show evidence of 10 kinds of plants

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


**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 & cleve hitch

**Session J:**
S.2c - Prepare tinder, kindling, and fuel for firebuilding
F.8b - Bandages for head, upper arm, collarbone, ankle

**Session K:**
F.8c - Transport by yourself and with help, a person
F.8d - Signs of heart attack. Explain steps to CPR
**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:

<table>
<thead>
<tr>
<th>Scout 1</th>
<th>Per</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basketry MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Swimming MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basic Scout Skills</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Scout 2</th>
<th>Per</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mammal Study MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basic Scout Skills</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Swimming Instructions</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Scout 3</th>
<th>Per</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Raving MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Leatherwork MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basic Scout Skills</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Scout 4</th>
<th>Per</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Basic Scout Skills</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Woodcarving MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Swimming Instructions</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Merit Badge Session 1</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>8:30-9:20</td>
<td></td>
</tr>
<tr>
<td>Tuesday</td>
<td>8:45-10:35</td>
<td></td>
</tr>
<tr>
<td>Wednesday</td>
<td>8:30-9:20</td>
<td></td>
</tr>
<tr>
<td>Thursday</td>
<td>No Class</td>
<td></td>
</tr>
<tr>
<td>Friday</td>
<td>8:30-9:20</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Merit Badge Session 2</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>9:30-10:20</td>
<td></td>
</tr>
<tr>
<td>Tuesday</td>
<td>No Class</td>
<td></td>
</tr>
<tr>
<td>Wednesday</td>
<td>9:30-11:20</td>
<td></td>
</tr>
<tr>
<td>Thursday</td>
<td>9:30-10:20</td>
<td></td>
</tr>
<tr>
<td>Friday</td>
<td>9:30-10:20</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Merit Badge Session 3</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>10:30-11:20</td>
<td></td>
</tr>
<tr>
<td>Tuesday</td>
<td>10:45-11:35</td>
<td></td>
</tr>
<tr>
<td>Wednesday</td>
<td>No Class</td>
<td></td>
</tr>
<tr>
<td>Thursday</td>
<td>9:30-11:20</td>
<td></td>
</tr>
<tr>
<td>Friday</td>
<td>10:30-11:20</td>
<td></td>
</tr>
</tbody>
</table>

**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 an extra help session for merit badges.
<table>
<thead>
<tr>
<th>Session</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>8:30-9:20</td>
</tr>
<tr>
<td>B</td>
<td>9:30-10:15</td>
</tr>
<tr>
<td>C</td>
<td>10:15-11:00</td>
</tr>
<tr>
<td>D</td>
<td>11:00-11:45</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Activity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Swim</td>
<td>Swimming techniques</td>
</tr>
<tr>
<td>First Aid</td>
<td>Basic first aid skills</td>
</tr>
<tr>
<td>CPR</td>
<td>Cardiopulmonary resuscitation</td>
</tr>
<tr>
<td>Flag Etiquette</td>
<td>Flag etiquette and protocol</td>
</tr>
<tr>
<td>Emergencies</td>
<td>Emergency procedures</td>
</tr>
</tbody>
</table>

Period 1 (Check off only ONE session letter. For each day a circle Basic Scout Skills on front.

Monday: (8:30-9:20)  
Tuesday: (8:45-10:35)  
Wednesday: (8:30-9:20)  
Friday: (8:30-9:20)  

Please fill in the space to complete the other information and credit.

Name:

Raymond, Name 04071

149 Plains Road

Mail to: Camp William Hinds, BSA

Arrival:

Please complete this form with your Home Scoutmaster.

That it arrives at least one full week prior to your

and mail it to camp with a copy of your medical form so
Please complete this form with your home Scoutmaster and mail it to camp with a copy of your medical form so that it arrives at least one FULL week prior to your arrival.

Mail to: Camp William Hinds, BSA
149 Plains Road
Raynond, Maine 04071

1993 ADVANCEMENT REGISTRATION FORM

<table>
<thead>
<tr>
<th>Name</th>
<th>Troop</th>
<th>Campsite</th>
<th>Week</th>
<th>Age</th>
</tr>
</thead>
</table>

**FIRST PERIOD (CIRCLE ONE)**

- OPEN TO ALL SCOUTS
- Basketry MB
- First Aid MB
- Leatherwork MB
- Mammal Study MB
- Metalwork MB
- Pioneering MB
- Rowing MB
- Swimming MB
- Wilderness Survival MB (Double Period 1&2)
- Woodcarving MB

**NOT RECOMMENDED FOR 1ST YEAR**

- Camping MB
- Canoeing MB
- Environmental Science MB (Double Period 1&2)
- Forestry MB
- Lifesaving MB
- Oceanography MB
- Rifle Shooting MB (Double Period 1&2)
- Small-boat Sailing MB

**OLDER SCOUTS ONLY**

- Motorboating MB
- Smorkeling BSA
- Shotgun Shooting MB (Double Period 1&2)

**FIRST YEAR SCOUTS**

- Basic Scout Skills (complete session choices on the back of this form)

**SECOND PERIOD: (CIRCLE ONE)**

- OPEN TO ALL SCOUTS
- Basketry MB
- Archery MB (Double Period 2&3)
- Scouting MB
<table>
<thead>
<tr>
<th>Cooking MB</th>
<th>Environmental Science MB</th>
<th>OLDER SCOUTS ONLY</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Aid MB</td>
<td>Environmental Science MB</td>
<td>Motorboating MB</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>(Double Period 1&amp;2)</td>
<td></td>
</tr>
<tr>
<td>Metalwork MB</td>
<td>(Double Period 2&amp;3)</td>
<td></td>
</tr>
<tr>
<td>Pioneering MB</td>
<td>Lifesaving MB</td>
<td></td>
</tr>
<tr>
<td>Rowing MB</td>
<td>Rifle Shooting MB</td>
<td></td>
</tr>
<tr>
<td>Swimming MB</td>
<td>(Double Period 1&amp;2)</td>
<td></td>
</tr>
<tr>
<td>Wilderness Survival MB</td>
<td>Small-Boat Sailing MB</td>
<td></td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>Soil &amp; Water Cons. MB</td>
<td></td>
</tr>
</tbody>
</table>

**THIRD PERIOD:** (CIRCLE ONE)

<table>
<thead>
<tr>
<th>OPEN TO ALL SCOUTS</th>
<th>NOT RECOMMENDED FOR 1ST YEAR</th>
<th>OLDER SCOUTS ONLY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cooking MB</td>
<td>Archery MB</td>
<td>Shotgun Shooting MB</td>
</tr>
<tr>
<td>First Aid MB</td>
<td>(Double Period 2&amp;3)</td>
<td>(Double Period 1&amp;3)</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>Camping MB</td>
<td>Water Skiing MB</td>
</tr>
<tr>
<td>Mammal Study MB</td>
<td>Canoeing MB</td>
<td></td>
</tr>
<tr>
<td>Metalwork MB</td>
<td>Environmental Science MB</td>
<td></td>
</tr>
<tr>
<td>Rowing MB</td>
<td>(Double Period 2&amp;3)</td>
<td></td>
</tr>
<tr>
<td>Swimming Instructions</td>
<td>Fish &amp; Wildlife MB</td>
<td></td>
</tr>
<tr>
<td>Swimming MB</td>
<td>Orienteering MB</td>
<td></td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>Small-Boat Sailing MB</td>
<td></td>
</tr>
</tbody>
</table>

**OTHER SESSIONS:**

<table>
<thead>
<tr>
<th>Nite Sails</th>
<th>Mon thru Thurs 4:00 PM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fishing MB</td>
<td>Monday 7:00-9:45</td>
</tr>
<tr>
<td>Basic CPR</td>
<td>Nov 1:15-2:15 or 4:00-5:00 &amp; Tues 7:15-9:15</td>
</tr>
<tr>
<td>Fingerprinting Merit Badge</td>
<td>Tues 6:50-8:30</td>
</tr>
<tr>
<td>Basic CPR</td>
<td>Nov 1:15-2:15 or 4:00-5:00 &amp; Wed 7:15-9:15</td>
</tr>
<tr>
<td>Fingerprinting Merit Badge</td>
<td>Wednesday 6:50-8:30</td>
</tr>
</tbody>
</table>

This is to certify that I personally counseled 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.
**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 swimming.

**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: $6.75

**Lifescaping:** 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 S & O before camp.

Pioneering:
Recommended for all Scout Campers. Should have completed knots and lashes requirements up through and including First Class.

Reptile Study:
By appointment only. Not recommended for first year Scout Campers. 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 swimming.

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 Finds 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:
<table>
<thead>
<tr>
<th>FIRST ACTIVITY PERIOD</th>
<th>AQUATICS</th>
<th>CRAFTSHOP</th>
<th>NATURE-CONS.</th>
<th>SCOUTCRAFT</th>
<th>SHOOTING SPORTS</th>
<th>HEALTH LODGE</th>
<th>SCOUT SKILLS</th>
</tr>
</thead>
<tbody>
<tr>
<td>MCN 8:30-9:20</td>
<td>Canoeing MB</td>
<td>Lifesaving MB</td>
<td>Basketry MB</td>
<td><em>Environmental Science MB (</em>=Double period Period 1 &amp; 2)</td>
<td><em>Shooting MB (</em>=Double period Period 1 &amp; 2)</td>
<td>First Aid MB</td>
<td>Basic Scout Skills (Tentfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>TUE 8:45-10:35</td>
<td>Lifesaving MB</td>
<td>Surfboarding MB</td>
<td>Fishing MB</td>
<td>Pioneering MB Wilderness Survival MB</td>
<td>#Rifle Shooting MB (*=Double period Period 1 &amp; 2)</td>
<td>#=Archery MB (*=Double Period Period 2 &amp; 3)</td>
<td></td>
</tr>
<tr>
<td>WED 8:30-9:20</td>
<td>Surfing MB</td>
<td>Small-Boat</td>
<td>Basketry MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>Cooking MB</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>THUR 8:30-9:20</td>
<td>Swimming MB</td>
<td>Snorkeling SSA</td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>Basic Scout Skills (Tentfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>FRI 8:30-9:20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SECOND ACTIVITY PERIOD</td>
<td>AQUATICS</td>
<td>CRAFTSHOP</td>
<td>NATURE-CONS.</td>
<td>SCOUTCRAFT</td>
<td>SHOOTING SPORTS</td>
<td>HEALTH LODGE</td>
<td>SCOUT SKILLS</td>
</tr>
<tr>
<td>MCN 9:30-10:20</td>
<td>Canoeing MB</td>
<td>Lifesaving MB</td>
<td>Basketry MB</td>
<td><em>Environmental Science MB (</em>=Double period Period 1 &amp; 2)</td>
<td><em>Shooting MB (</em>=Double period Period 1 &amp; 2)</td>
<td>First Aid MB</td>
<td>Basic Scout Skills (Tentfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>TUE 9:30-10:20</td>
<td>Surfing MB</td>
<td>Small-Boat</td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>WED 9:30-10:20</td>
<td>Swimming MB</td>
<td>Snorkeling SSA</td>
<td>Basketry MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>Cooking MB</td>
<td>Basic Scout Skills (Tentfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>THUR 8:30-9:20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FRI 9:30-10:20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>THIRD ACTIVITY PERIOD</td>
<td>AQUATICS</td>
<td>CRAFTSHOP</td>
<td>NATURE-CONS.</td>
<td>SCOUTCRAFT</td>
<td>SHOOTING SPORTS</td>
<td>HEALTH LODGE</td>
<td>SCOUT SKILLS</td>
</tr>
<tr>
<td>MCN 10:30-11:20</td>
<td>Canoeing MB</td>
<td>Swimming</td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>TUES 10:45-11:35</td>
<td>Surfing MB</td>
<td><strong>Instructions</strong></td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td>Basic Scout Skills (Tentfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>WED 10:30-11:20</td>
<td>Swimming MB</td>
<td><strong>Instructions</strong></td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td></td>
</tr>
<tr>
<td>THUR 10:30-11:20</td>
<td>Water Skiing MB</td>
<td><strong>Instructions</strong></td>
<td>Basketry MB</td>
<td>Leatherwork MB</td>
<td>Metalwork MB</td>
<td>Woodcarving MB</td>
<td></td>
</tr>
<tr>
<td>FRI 10:30-11:20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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
- Bagel MB

Speciality Merit Badges offered to Scouts 13 or older will be announced at Breakfast on
# Camp William Hinds - 1993 - Daily Activity Schedule

<table>
<thead>
<tr>
<th></th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00 -</td>
<td>Reveille</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:15 -</td>
<td>Waite's Call</td>
<td>Bomazzen Day</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:30 -</td>
<td>Breakfast</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:30 -</td>
<td>Merit Badge 1</td>
<td>DUTY TO GOD</td>
<td>Merit Badge 1</td>
<td>Merit Badge 2</td>
<td>Merit Badge 1</td>
</tr>
<tr>
<td>9:20</td>
<td></td>
<td>8:45-1:35</td>
<td></td>
<td>9:00-1:35</td>
<td>8:30-10:20</td>
</tr>
<tr>
<td>9:30 -</td>
<td>Merit Badge 2</td>
<td>Merit Badge 1</td>
<td></td>
<td>Merit Badge 2</td>
<td>Merit Badge 3</td>
</tr>
<tr>
<td>10:30 -</td>
<td>Merit Badge 3</td>
<td></td>
<td>Merit Badge 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11:20</td>
<td></td>
<td>10:45-11:35</td>
<td></td>
<td>9:30-11:20</td>
<td></td>
</tr>
<tr>
<td>12:00 -</td>
<td>Cooking MB Cookout</td>
<td>Troop Photos</td>
<td></td>
<td></td>
<td>TROOP TIME TO</td>
</tr>
<tr>
<td>12:15</td>
<td>SWIM &amp; BOATING</td>
<td></td>
<td></td>
<td></td>
<td>PACK-UP,</td>
</tr>
<tr>
<td>12:30</td>
<td>SPL Meeting</td>
<td></td>
<td></td>
<td></td>
<td>CLEAN-UP,</td>
</tr>
<tr>
<td>12:45</td>
<td>Waite's Call</td>
<td></td>
<td></td>
<td></td>
<td>AND TO</td>
</tr>
<tr>
<td>1:00</td>
<td>LUNCH</td>
<td></td>
<td></td>
<td></td>
<td>PREPARE FOR</td>
</tr>
<tr>
<td>1:00 -</td>
<td>SIBSTA (Staff Swim)</td>
<td>Troop Photos</td>
<td></td>
<td></td>
<td>CAMPWIDE</td>
</tr>
<tr>
<td>1:15</td>
<td></td>
<td></td>
<td>COOK-OUT LUNCH</td>
<td></td>
<td>EVENT</td>
</tr>
<tr>
<td>1:30 -</td>
<td>Troop Rotation 1</td>
<td>Troop Rotation 2</td>
<td>Troop Rotation 3</td>
<td>Troop Rotation 4</td>
<td>Troop Activities &amp;</td>
</tr>
<tr>
<td>1:45</td>
<td>TROOP ROTATION 3</td>
<td>Troop Rotation 2</td>
<td>Troop Rotation 3</td>
<td>Troop Rotation 3</td>
<td>TROOP ACTIVITIES &amp;</td>
</tr>
<tr>
<td>2:15</td>
<td>Nature</td>
<td>TROOP ROTATION 3</td>
<td>TROOP ROTATION 3</td>
<td>TROOP ACTIVITIES &amp;</td>
<td>TROOP ACTIVITIES &amp;</td>
</tr>
<tr>
<td>3:00</td>
<td>SOUTHCRAFT</td>
<td>Archery Range</td>
<td>Scoutcraft</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:20</td>
<td>TROOP ROTATION 4</td>
<td>Rifle Range</td>
<td>(you plan and do)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:30</td>
<td>Aquatics</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:45</td>
<td>TROOP ROTATION 4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4:00</td>
<td>TROOP ACTIVITIES</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4:45</td>
<td>OPEN AREAS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:00</td>
<td>STAFF &amp; LEADER SWIM</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:45</td>
<td>RETREAT</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:00</td>
<td>DINNER</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:00</td>
<td>OPEN AREAS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:30</td>
<td>TROOP COMPETITION</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:00</td>
<td>CALL TO QUARTERS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE, FISHING
Troop Activity = Nature, Scoutcraft, Service Project, Softball, Volleyball, Soccer, etc.

COOK-OUT DINNER

FAMILY D-D-Q

TROOP ACTIVITY = NATURAL SCOUTCRAFT, SERVICE PROJECT, SOFTBALL, VOLLEYBALL, SOCCER, ETC.
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 through 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 do different activities. One troop may want to do a self-instruction, another troop may want to do an activity, another troop may want to learn how to make rope, etc. During the Aquatics period, one troop may want to have a program, another may want to play water games, 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 Tenney 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, boating area or off the bridge. Scouts are not permitted to wade into the water while fishing. The Nature-Conservation area has some gear.
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, Scoutrcraft, 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 disk)
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, Scoutrcraft, 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 Scoutrcraft 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 (7:15-8:15 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 BSA 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 Bonanza: 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 these badges which are scheduled as classes.
1993 Camp Administration:

Dean B. Zaharis ........................................ Camp Director
Timothy R. McDonald .................................. Program Director
Tom Peaco .............................................. Finance Director
Peter Klepsig ......................................... Camp Ranger

1993 - INDEX

1. Activity Schedule
2. Address
3. Adult Supervision
4. Advancement Schedule
5. Alumni Association
6. Awards
7. Barbecue
8. Basic C.P.R. Course
9. Basic Scout Skills
10. Board Sailing
11. BSA Lifeguard
12. BSA Lifeguard Week
13. Buddy System
14. Camp Fees
15. Camp Staff
16. Camp Wide Events
17. Campships
18. Canoe Trips
19. Check-in
20. Check-out
21. C.I.T. Program
22. Cookouts
23. C.P.R. Course
24. Daily Activity Schedule
25. Daily Program Description
26. Duty to God
27. Early Bird Special
28. Evening Activities
29. Extra Help Session
30. Fees
31. Firemen Chit
32. First Year Scout Program
33. Fishing
34. Fishing Merit Badge
35. General Info
36. Honor Camper
37. How to get to Camp Hinds
38. Individual Activities
39. Insurance
40. Ken Chick Campership
41. Leave at Home
42. Leaving Camp
43. Mail
44. Mail Address
45. Map to Camp Hinds
46. Mark all gear
47. Medical Forms
48. Merit Badge Deadline
49. Merit Badge Extra Help
50. Merit Badge Prerequisites
51. Merit Badge Schedule (chart)
52. Merit Badge Time Schedule
53. Merit Badges (Older Scouts)
54. Merit Badges by Appointment
55. Mile Sela, BSA
56. Motor boating
57. Older Scout Programs
58. Open Boating
59. Open Motor boating
60. Open Water Skiing
61. Order of the Arrow
62. Other Awards
63. Packing for Camp
64. Parent's Information
65. Parking
66. Patrol Adventure Award
67. Paul Banyon Woodsmen Award
68. Personal Gear
69. Photos
70. Polar Bear Swims
71. Prerequisites for MBs
72. Program for Older Scouts
73. Provisional Troop
74. Religious Services
75. Rifle Range Targets
76. Sample 1st Year Schedules
77. Scout's Information
78. Signing in & Out
79. Snorkeling, BSA
80. Special Activities
81. Special Diets
82. Specialized Merit Badges
83. Stay-over fees
84. Summer Schedule
85. Swimming Instructions
86. Swimming & Boating
87. Telephone
88. Totin' Chip
89. Trading Post
90. Trap-shooting
91. Troop Activities
92. Troop Photos
93. Troop Rotation Periods
94. Vehicles
95. Vesperas
96. Visitors
97. Visitors Day
98. Water skiing
99. What to Pack
100. World Conservation Award