SUMMER 1994
CAMP GUIDE
A guide for Scouts, Parents, and Leaders
CAMP WILLIAM HINDS
Pine Tree Council, B.S.A.
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## SUMMER CAMP GUIDE:

Editor: Dean B. Zaharis  
Contributors: Russ Brimmer, Ed Hoolehan, Marty Kadel, Peter Klepsig, Timothy A. McDonald, Tom Peaco, and Dean B. Zaharis
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 area near 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 Spile 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, 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 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.
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 Weekends or Cub Scout Day Camp MUST have a complete 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 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.

**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 encouraged 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 $6.00 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.
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.

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.

CAMPER FEES:
The following are the 1994 Camper fees:

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<thead>
<tr>
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<td>Troop Camping</td>
<td>$125.00</td>
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EARLY BIRD SPECIALS:
A $10.00 discount per person will be given on all camper fees paid in full to the Council Service Center on or before April 15th. A $5.00 discount per person will be given on all camper fees paid in full between April 16th and May 15th.

ADULT FEES:
Each troop attending Camp Hinds is required to provide at least two adult leaders for the troop at all times. Each troop may bring two leaders free of charge for the first full patrol (eight Scouts), and one additional leader free of charge for each additional full patrol (eight Scouts). Units bringing more adult leaders than covered under the above "free status" will be charged $60.00 each.

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.

SUMMER SCHEDULE:

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<th>Dates</th>
<th>Activity</th>
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<td>BSA Lifeguard Week</td>
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Please Duplicate this page for each Scout Family.
**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. For criteria and further information see the Camp Director. Donations may be mailed to Camp William Hinds Alumni Association P. O. Box 862 Portland, Maine 04104.

**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 its Scouts and turn it in at the trading post on Sunday. Photo payments must be paid by check or cash 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:**
Each scout should put his name on every item he brings to camp. Each year there are many 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, televisions, walkmans, electronic games, squint guns, alcoholic beverages and illegal drugs are not permitted in camp. 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 Scouter are strongly encouraged to attend. Merit badge sessions will start 15 minutes later than usual.

MEDITATION AREA:

There is a new designated meditation area located along the main camp road across from the entrance to Wilderness Campsite.

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) 655-4078. There is a pay phone available for adults on the inside 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 homesickness in the “Leader’s section” of this manual.

MESSAGES:

Non-emergency telephone messages will be posted on the message board in the office. Messages not picked up, will be delivered to the unit leader at the next dining hall meal.

MAIL:

Out-going mail should be placed in the mail box outside the Trading Post. In-coming mail arrives at camp in late afternoon and may be picked-up by the Adult leader inside the Trading Post during business hours.

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 recommend 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 3-9 and August 14-20. 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. Adults wishing to participate in this program must pay the full camper fee. 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.

Please Duplicate this page for each SCOUT FAMILY
PROVISIONAL TROOP:
Dates: July 3-9, July 10-16, July 17-23, July 24-30,
    July 31-Aug 6, Aug 7-13, and Aug 14-20
Not all Scout troops can go to summer camp or some
scouts would like to stay at camp longer than the troop
comes. 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
captain and assistants serve as your boy's
leaders for the week. Each Scout will join the
provisional troop in the L.L. Dean 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 as well as some other extra activities
available only to provisional campers.

CAMP STAFF AND
YIT 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
(677) 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.
Printing costs for this booklet were paid for by the
Order of the Arrow - thanks!

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.
**Bugling:** By appointment only. Must have a minimum of three years of trumpet or bugle experience.

**Camping:** Not recommended for first year Scout Campers. Need to complete requirement 6a & 6c 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. Bring 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. Must cook three additional meals with their troop to complete requirement #3a.

**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 C.P.R. certification.

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

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

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

Oceanography:
Not recommended for first year Scout Campers.

Orienteering:
Not recommended for first year campers. Requires extensive pre-camp work. Should have 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 latches requirements up through and including First Class.

Reptile and Amphibian Study:
By appointment only. Not recommended for first year Scout Campers. Requires extensive pre-camp work. Need to complete requirement #8 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 Aquatic 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 sign up.

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: $ 1.25
1994 - 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

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
SAMPLE SCHEDULES:
Scoutmasters should counsel their Scouts so that they get a schedule with variety and one with which they can be successful. 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 archery experience. Must be able to demonstrate the ability to handle a bow at sign-up. (Meets for a double period)

Art: Recommended for Scout Campers with some art experience. Must be at least 13 years old and have already earned at least two other Craftshop badges. A limited variety of supplies will be available for requirement #6; you may want to bring your own.

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

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.
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.

Please Duplicate this page for each SCOUT FAMILY
**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 undertaken without proper preparation, supervision, and safety measures.

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

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

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

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

* **JUNIOR LEADER TRAINING AND SUPERVISION.**
  Adult leadership must monitor and guide the leadership techniques used by junior leaders and see that BSA policies are followed.
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? ________________
Popcorn Sale, Bowl-A-Thon, Other ________________________________

Did this Scout participate? ________________

Campership to be applied towards: (check one)

____ Hinds Boy Scout Camp
____ Bomazeen Webelos Camp
____ Bomazeen Specialty Camp:
   Please Specify Program
   ________________________________
____ Other: (Please Specify)
   ________________________________

Abnaki Day Camp
Casco Bay Day Camp
Downeast Day Camp
K-Valley Day Camp
York Day Camp
Snowshoe Day Camp

Please describe briefly, but specifically, why a campership is requested:
(Please use back of this form for additional space).

________________________________________________________________________
________________________________________________________________________

Please Duplicate this page for each Scout Family
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.

Camp Fee:__________

| Contribution from boy and family: | ________ |
| Contribution from troop/pack: | ________ |
| Contribution from sponsor: | ________ |
| Contribution from fundraiser: | ________ |
| Other Contribution: | ________ |

TOTAL CONTRIBUTIONS: ________

AMOUNT REQUESTED FROM CAMPERSHIP 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

MAY 16 DEADLINE!!

Action of Committee:
Not Approved __, Approved __, Amount ______, Initials ___

12/93 (9-06-05)
# Camp William Hinds - 1994 - Advancement Schedule

|-----------------|----------|-----------|--------------|------------|-----------------|--------------|
| **First**       | Canoeing MB  
Lifesaving MB  
Motorboating MB  
Rowing MB  
Small-Boat  
Sailing MB  
Snorkeling DSA  
Swimming MB | Art MB  
Basketry MB  
Leatherwork 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) | Basic Scout Skills  
(Tenderfoot, Second Class, & First Class Requirements)  
First Aid MB |
| **Second**      | Canoeing MB  
Lifesaving MB  
Motorboating MB  
Rowing MB  
Small-Boat  
Sailing MB  
Swimming MB | Art MB  
Basketry MB  
Leatherwork MB  
Woodcarving MB | *Environmental Science MB  
(*=Double period Period 1 & 2)  
#Environmental Science MB  
(*=Double period Period 2 & 3)  
Soil & Water MB | Cooking MB  
Pioneering MB  
Wilderness Survival MB | #Fifte Shooting  
(*=Double period Period 1 & 2) | Basic Scout Skills  
(Tenderfoot, Second Class, & First Class Requirements)  
First Aid MB |
| **Third**       | Canoeing MB  
Rowing MB  
Small-Boat  
Sailing MB  
Swimming Instructions  
Swimming MB  
Water Skiing MB | Art MB  
Basketry MB  
Leatherwork 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) | Basic Scout Skills  
(Tenderfoot, Second Class, & First Class Requirements)  
First Aid MB |
| **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 or 4:00 Rec Hall  
Class Tue or Wed 2:15-3:15 Dining Hall |

### By Appointment Badges - For Older Scouts

- **Adults**: Safe Swim  
  Safety Afloat  
  Men 4:00 PM

- **Indian Lore MB**

- **Astronomy MB**

- **Bird Study MB**

- **Botany MB**

- **Geology MB**

- **Insect Study MB**

- **Nature MB**

- **Reptile & Amph MB**

- **Weather MB**

- **Personal**

  - Fitness MB
  - Athletics MB
  - Bugling MB

Speciality Merit Badges offered to Scouts 13 or older will be announced at Breakfast on Monday.
# Camp Hinds -1994- Daily Schedule

## Sunday:
- 12:30: Scoutmaster & S.P.L.'s planning meeting at B-B Range
- 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)
- 9:30: Adult Cracker Barrel in Dining Hall

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

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

## 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
- 7:15: Breakfast Buffet (no waiters needed)
- 8:00: Campsite Check-out inspection
- 8:30: Depart for home (Have a safe trip - See you next summer!)

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Please Duplicate this page for each Scout Family

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![Camp Hinds Logo]
# Camp William Hinds - 1994 - Daily Activity Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td></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>8:30-</td>
<td>9:20</td>
<td>8:45-10:35</td>
<td>8:45-10:35</td>
<td>8:45-10:35</td>
<td>8:30-9:20</td>
</tr>
<tr>
<td>9:30-</td>
<td>Merit Badge 2</td>
<td>Merit Badge 1 Project Period</td>
<td>Merit Badge 2 Project Period</td>
<td>Merit Badge 2</td>
<td>Merit Badge 2</td>
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<tr>
<td>11:20</td>
<td>Merit Badge 3</td>
<td>Merit Badge 3</td>
<td>Merit Badge 3 Project Period</td>
<td>Merit Badge 3</td>
<td>Merit Badge 3 Project Period</td>
</tr>
<tr>
<td>11:30</td>
<td>11:15</td>
<td>Cooking MB cookout</td>
<td>Troop Photos</td>
<td>Swimming &amp; Boating</td>
<td>Swimming &amp; Boating</td>
</tr>
<tr>
<td>12:15</td>
<td>SPL Meeting</td>
<td>Swimming &amp; Boating</td>
<td>Swimming &amp; Boating</td>
<td>Swimming &amp; Boating</td>
<td>Swimming &amp; Boating</td>
</tr>
<tr>
<td>12:00</td>
<td>Waiter's Call</td>
<td>Troop Photos</td>
<td>Troop Photos</td>
<td>COOK-OUT LUNCH</td>
<td>Troop Photos</td>
</tr>
<tr>
<td>12:30</td>
<td>Lunch</td>
<td></td>
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<td></td>
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<tr>
<td>1:00</td>
<td>SIESTA (Staff Swim)</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>2:15-</td>
<td>TROOP ROTATION 1</td>
<td>TROOP ROTATION 3</td>
<td>TROOP ROTATION 5</td>
<td>TROOP ROTATION 7 &amp; 8</td>
<td>TROOP TIME TO PACK-UP, CLEAN-UP AND TO PREPARE FOR CAMPWIDE EVENT</td>
</tr>
<tr>
<td>3:00</td>
<td>EX: NATURE</td>
<td>EX: SCOUTCRAFT</td>
<td>EX: ARCHERY RANGE</td>
<td>TROOP ACTIVITIES (YOU PLAN AND DO THESE ON YOUR OWN) - OR BASIC SCOUT SKILLS ACTIVITY</td>
<td></td>
</tr>
<tr>
<td>3:10-</td>
<td>TROOP ROTATION 2</td>
<td>TROOP ROTATION 4</td>
<td>TROOP ROTATION 6</td>
<td>TROOP ACTIVITIES</td>
<td>TROOP ACTIVITIES</td>
</tr>
<tr>
<td>3:55</td>
<td>EX: AQUATICS</td>
<td>EX: CRAFTSHOP</td>
<td>EX: RIFLE RANGE</td>
<td>&amp;</td>
<td></td>
</tr>
<tr>
<td>4:00-</td>
<td>TROOP ACTIVITIES &amp; OPEN AREAS</td>
<td>TROOP ACTIVITIES &amp; OPEN AREAS</td>
<td>TROOP ACTIVITIES &amp; OPEN AREAS</td>
<td></td>
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<tr>
<td>4:50</td>
<td>OPEN AREAS</td>
<td>SHOTGUN SHOOTING</td>
<td>OPEN AREAS</td>
<td></td>
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<tr>
<td>5:00</td>
<td>STAFF &amp; LEADER SWIM</td>
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<tr>
<td>5:45</td>
<td>RETREAT</td>
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<tr>
<td>6:00</td>
<td>DINNER</td>
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<tr>
<td>6:50-</td>
<td>OPEN AREAS</td>
<td></td>
<td>OPEN AREAS</td>
<td>OPEN AREAS</td>
<td>OPEN AREAS</td>
</tr>
<tr>
<td>8:30-</td>
<td>TROOP COMETITION</td>
<td></td>
<td>TROOP COMETITION</td>
<td>TROOP COMETITION</td>
<td>MERIT BADGE EXTRA</td>
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<tr>
<td>(or DUSK)</td>
<td>TROOP ACTIVITIES</td>
<td></td>
<td>TROOP ACTIVITIES</td>
<td>TROOP ACTIVITIES</td>
<td>HELP SESSION</td>
</tr>
<tr>
<td>9:00</td>
<td>CALL TO QUARTERS</td>
<td></td>
<td>OPEN AREAS</td>
<td>TROOP ACTIVITIES</td>
<td>SPECIAL EVENTS</td>
</tr>
<tr>
<td>9:30</td>
<td>TAPS</td>
<td></td>
<td>OPEN AREAS</td>
<td>TROOP ACTIVITIES</td>
<td>CAMP FIRE &amp; CLOSING CEREMONY</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>OPEN AREAS</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.

Family B-B-Q

Troop Activities = Softball, Volleyball, Soccer, Water Polo, Water Volleyball, etc.
TROOP AND INDIVIDUAL ACTIVITIES

TROOP ROTATION PERIODS:
We believe that each Scout that comes to camp should have the opportunity to experience each of the major program areas in camp. The eight troop rotation periods will provide this opportunity. Two activities will be held each afternoon, Monday thru Thursday. Each troop or patrol will have the opportunity to spend one period in each of the camp’s six program areas (Field 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 in that program area will be scheduled by the Scoutmaster and/or SPL at the pre-camp planning meeting on Sunday. Although all troops will spend one period in Scoutcraft, each may do a different activity. One troop may want knife and ax instruction, another troop may want map & compass, another troop may want a hobie 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 activities for each program area are found in the "Junior Leader's" section of this manual. During the seventh and eighth rotation periods (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 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. 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.

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.
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, water polo, etc.

COOKOUTS & OUTPOST:
All troops are encouraged to prepare for themselves while they are in camp. Wednesday LUNCH will be a campwide cookout. Troops may schedule additional cookout meals in conjunction with the newly revised outpost program. Additional information can be found on page 25.
Scouts taking Cooking Merit Badge will also be cooking out Monday & Thursday lunches and will be in the Scoutcraft area from 11:30 AM to 2:15 PM. They also need to invite a guest from your troop.
CAMPWIDE EVENTS:
We will provide at least one campwide 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.

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.

Polar Bear Swims:
Troops may arrange with the Program Director at the Sunday planning meeting to hold early morning (6:45 AM) swims.

Paul Bunyan Award:
Advanced use of wood tools, through Basic Scout Skills area.

Totin' Chip:
Wood tools safety, through Basic Scout Skills area.

Fire'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.
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 Hind's. 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

Trap-Shooting:
The Shooting Sports area will offer trap shooting to Scouts 13 years old or older during special announced sessions. One session will be held at 4 PM. The day will be scheduled in the dining hall. 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.

R&A Lifeguard:
Offered July 3-9 and August 14-20 at Camp Hind's. See page 5 for further details. Also at Camp Bemazeen July 3-9, July 10-16, and July 17-23.

Merit Badges:
Four merit badges, (Art, 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.
ROTATION PERIOD ACTIVITIES FOR SENIOR SCOUTS

A new feature of the Camp Hinds program this summer is the addition of optional activities for older scouts (age 14 and over) who have been at Camp Hinds for several years. These activities will take place Monday through Thursday afternoons.

Scouts choosing to participate in these activities may sign up individually. They will be teamed with other scouts from camp. Each scout may sign up no more than once for each activity. In the event demand for an activity exceeds capacity, registrations received first will be given priority.

Further details, actual schedules, and sign-up materials will be available at the Program Kick-off meeting. See page 33 for dates and times.

1) WATER SKIING:
   Enjoy the water of Panther Pond.
   LENGTH: One troop rotation period.
   REQUIREMENTS/LIMITATIONS: To provide this opportunity for as many as possible, Scouts may sign up for this activity only once during the week. Maximum of 7 scouts per session. Participants must possess the Swimming Merit Badge. Projected Cost: $1.00 per session.

2) SNORKELING:
   Hunt for treasure below the surface or just enjoy the waterfront with others.
   LENGTH: One troop rotation period.
   REQUIREMENTS/LIMITATIONS: Participants must possess the Swimming Merit Badge. Scouts are urged to bring their own snorkels and fins. Others may participate as equipment supplies allow.

3) WHITTLING:
   We provide the material to whittle; you provide the jackknife. What masterpiece can you create?
   LENGTH: One troop rotation period.
   REQUIREMENTS/LIMITATIONS: Participants must have Wood Carving Merit Badge. Bring your own jackknife (no sheath knives are allowed in camp). Projected Cost: $1.00 per session.

4) SHOTGUN SHOOTING:
   Use a shotgun for trap shooting at the Shooting Sports area.
   LENGTH: One troop rotation period.
   REQUIREMENTS/LIMITATIONS: Participation is limited to 12 scouts per session. Projected Cost: $0.25 per shot.

5) FLY TYING:
   Compare your skills with others. Show off your stuff. Perhaps learn a new trick or two.
   LENGTH: One troop rotation period.
   REQUIREMENTS/LIMITATIONS: Projected Cost: $1.00.

6) Campfire Preparation:
   This is an opportunity for scouts who want to "spice up" their troop campfires and other programs. Share your experiences of great and not-so-great campfire activities. Perhaps learn a new song, skit, story or other presentation. Adult leaders are also welcome.
   LENGTH: One or two (your choice) troop rotation periods.
   REQUIREMENTS/LIMITATIONS: None.

7) SAILING:
   Try your hand at operating a sailboat. This opportunity is open to experienced and non-experienced sailing enthusiasts.
   LENGTH: Two troop rotation periods.
   REQUIREMENTS/LIMITATIONS: Participation is limited by the number of sailboats available. Participants must possess the Swimming Merit Badge.

8) CANOE TRIP:
   Explore Panther Pond or the Tenney River and Crescent Lake by canoe during an afternoon-long expedition.
   LENGTH: From 2 PM to 5 PM on Monday.
   REQUIREMENTS/LIMITATIONS: Maximum 10 scouts per session. Participants must possess the Swimming and Canoeing Merit Badge and must have the physical stamina for a three-hour canoe trip.

9) Hike Rattlesnake Mt.
   Explore one of the lesser-known areas near our camp while enjoying an afternoon climb.
   LENGTH: From 2 PM to 5 PM.
   REQUIREMENTS/LIMITATIONS: Participants must have the physical stamina for a moderate hike.

10) RAPPELLING:
    Experience the thrill of climbing with the aid of rope, other basic tools and the skill you will learn during this activity.
    LENGTH: From 2 PM to 5 PM.
    REQUIREMENTS/LIMITATIONS: This activity requires the strength to climb using your arms. Scouts will use gear provided.

Please Duplicate this page for each SCOUT FAMILY
## 1994 ADVANCEMENT REGISTRATION FORM

### Name

### Troop

### Campsite

### Week

### Age

#### FIRST PERIOD (CIRCLE ONE)

<table>
<thead>
<tr>
<th>OPEN TO ALL SCOUTS</th>
<th>NOT RECOMMENDED FOR 1st YEAR</th>
<th>OLDER SCOUTS ONLY</th>
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</thead>
<tbody>
<tr>
<td>Basketry MB</td>
<td>Camping MB</td>
<td>Art MB</td>
</tr>
<tr>
<td>First Aid MB *</td>
<td>Canoeing MB</td>
<td>Motorboating MB</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>Environmental Science MB</td>
<td>Snorkeling BSA</td>
</tr>
<tr>
<td>Mammal Study MB</td>
<td>(Double Period 1&amp;2)</td>
<td>Shotgun Shooting MB</td>
</tr>
<tr>
<td>Pioneering MB</td>
<td>Forestry MB</td>
<td>(Double Period 1&amp;3)</td>
</tr>
<tr>
<td>Rowing MB</td>
<td>Lifesaving MB *</td>
<td></td>
</tr>
<tr>
<td>Swimming MB</td>
<td>Oceanography MB</td>
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</tr>
<tr>
<td>Wilderness Survival MB</td>
<td>Rifle Shooting MB</td>
<td>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>(Double Period 1&amp;2)</td>
<td>Basic Scout Skills</td>
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<tr>
<td></td>
<td>Small-boat Sailing MB</td>
<td>(complete session</td>
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<td></td>
<td></td>
<td>choices on the</td>
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#### SECOND PERIOD: (CIRCLE ONE)

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</thead>
<tbody>
<tr>
<td>Basketry MB</td>
<td>Archery MB (Double Period 2&amp;3)</td>
<td>Art MB</td>
</tr>
<tr>
<td>Cooking MB</td>
<td>Canoeing MB</td>
<td>Motorboating MB</td>
</tr>
<tr>
<td>First Aid MB *</td>
<td>Environmental Science MB</td>
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<tr>
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<td>Environmental Science MB</td>
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<tr>
<td>Rowing MB</td>
<td>(Double Period 2&amp;3)</td>
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<td>Swimming MB</td>
<td>Lifesaving MB *</td>
<td></td>
</tr>
<tr>
<td>Wilderness Survival MB</td>
<td>Rifle Shooting MB</td>
<td>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>(Double Period 1&amp;2)</td>
<td>Basic Scout Skills</td>
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<td></td>
<td>Small-boat Sailing MB</td>
<td>(complete session</td>
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#### THIRD PERIOD: (CIRCLE ONE)

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<td>Archery MB</td>
<td>Art MB</td>
</tr>
<tr>
<td>Cooking MB</td>
<td>(Double Period 2&amp;3)</td>
<td>Shotgun Shooting MB</td>
</tr>
<tr>
<td>First Aid MB *</td>
<td>Camping MB</td>
<td>(Double Period 1&amp;3)</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>Canoeing MB</td>
<td>Water Skiing MB</td>
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<td>Environmental Science MB</td>
<td>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Rowing MB</td>
<td>(Double Period 2&amp;3)</td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Swimming Instructions</td>
<td>Fish &amp; Wildlife MB</td>
<td>(complete session</td>
</tr>
<tr>
<td>Swimming MB</td>
<td>Orienteering MB</td>
<td>choices on the</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>Small-boat Sailing MB</td>
<td>back of this form)</td>
</tr>
</tbody>
</table>

#### OTHER SESSIONS:

- * Scouts taking First Aid MB or Lifesaving MB must sign-up for CPR
- Mile Swim - Mon thru Thurs 4:00 PM
- Fishing MB - Monday 7:00-9:45
- Basic CPR * (not certification) Mon 1:15-2:15 or 4:00-5:00 & Tues 7:15-9:15
- Fingerprinting Merit Badge - Tues 6:30-8:30
- Basic CPR * (not certification) Mon 1:15-2:15 or 4:00-5:00 & Wed 7:15-9:15
- Fingerprinting Merit Badge - Wednesday 6:50-8:30

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 "1994 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.
# 1994 Basic Scout Skills Sign-up

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

## Period 1
- **Monday:** (8:30-9:20)
  - Session A:
    - T8 - Buddy System
    - S7 - Safe swim
    - T5 - Fold American Flag
    - S3 - Flag ceremony
  - Session B:
    - T4 - Rules for safe hiking
    - S1a - Map & compass
    - F1 - Directions without a compass
  - Session C:
    - S2b - Woods tools/ Totin' Chip

- **Tuesday:** (8:45-10:35)
  - Session F:
    - F2 - Orienteering course

- **Wednesday:** (8:30-9:20)
  - Session D:
    - T10 - Poisonous plants
    - S5 - 10 wild animals
    - F6 - Identify10 plants
  - Session G:
    - S4 - Service project

- **Friday:** (8:30-9:20)
  - Session J:
    - S2c - Firebuilding

## Period 2
- **Monday:** (9:30-10:20)
  - Session A:
    - T8 - Buddy System
    - S7 - Safe swim
    - T5 - Fold American Flag
    - S3 - Flag ceremony
  - Session B:
    - T4 - Rules for safe hiking
    - S1a - Map & Compass
    - F1 - Directions without a compass
  - Session C:
    - S2b - Woods tools/ Totin' Chip

- **Wednesday:** (9:30-11:20)
  - Session F:
    - F2 - Orienteering course

- **Thursday:** (8:30-9:20)
  - Session D:
    - T10 - Poisonous plants
    - S5 - 10 wild animals
    - F6 - Identify10 plants

- **Friday:** (9:30-10:20)
  - Session J:
    - S2c - Firebuilding

## Period 3
- **Monday:** (10:30-11:20)
  - Session A:
    - T8 - Buddy System
    - S7 - Safe swim
    - T5 - Fold American Flag
    - S3 - Flag ceremony
  - Session B:
    - T4 - Rules for safe hiking
    - S1a - Map & Compass
    - F1 - Directions without compass
  - Session C:
    - S2b - Woods tools/ Totin' Chip

- **Tuesday:** (10:45-11:35)
  - Session D:
    - T10 - Poisonous plants
    - S5 - 10 wild animals
    - F6 - Identify10 plants
  - Session E:
    - T11a - Heimlich maneuver
    - T11b - Minor injuries
    - S5a - Hurry Cases
    - S6c - Object in eye

- **Thursday:** (9:30-11:20)
  - Session H:
    - T3a - Whip and fuse
    - T3b - Hitches & Tautline
    - F6a - Knots: Bowline
    - F7a - Hitches & Lashing
  - Session I:
    - F7b - Camp gadget

- **Friday:** (10:30-11:20)
  - Session J:
    - S2c - Firebuilding

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*Please duplicate this page for each Scout.*
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.

Camp allows each troop to bring two leaders free of charge for the first full patrol (eight Scouts) and one additional adult leader free of charge for each additional full patrol (eight Scouts). Troops bringing more adult leaders than covered under the above “free status” will be charged $60.00 each.

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, HAZINGS, & PRACTICAL JOKES:
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 for knowing and adhering to the Youth Protection guidelines of the Boy Scouts of America. These are explained in more detail on page 10.

Please Duplicate this page for each ADULT LEADER attending summer camp.
HOMESICKNESS:
While there is no "cure" for homesickness, we do have some hints for leaders:
1) Do NOT allow suspected homesick cases to use the telephone.
2) Utilize the camp administration and Camp 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 important 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 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. Extra fire buckets are available at the campcom.

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 Camp Ranger. Do not place empty containers in the dumpsters. The use of liquid fuels for starting any type of fire is prohibited. This includes camp 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.
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.

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 didn't know how to enter the information from the troop's printout, so they were saved for last. By then some of the older Scout merit badge classes were filled.

OFF LIMITS:
Staff housing and the kitchen are off limits to Scouts and leaders.
Troop Good Turns are done each day directly after the noon-meal. They should take no longer than 15 minutes. They are:

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

SHOWERS:
Comfortably warm showers are available for campers near the Nature area. A new shower facility for staff and leaders is located near the Basic Scout Skills area. This facility is for both males and females. 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 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 the week Scoutmasters will be asked to complete a "Camp Evaluation" form. 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. A copy of the form is included in this booklet.

1995 SIGN-UP:
Pine Tree Council troops may begin to sign-up for the 1995 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 1995 as they are attending in 1994. Troops wishing to change weeks or troops not attending Camp Hinds in 1994 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 guidelines.
* 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. Refunds of camper fees will be handled according to the Council Refund policy.
* Any week may be closed to additional unit reservations, at the discretion of the Director of Camping, if the total camp maximum (40 patrol sites) has been achieved.

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<th>Minimum</th>
<th>Maximum</th>
<th>Patrol Sites</th>
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<td>52</td>
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<td>Byrd</td>
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<td>28</td>
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<tr>
<td>MacMillan</td>
<td>16</td>
<td>32</td>
<td>4</td>
</tr>
<tr>
<td>McGuire</td>
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<td>16</td>
<td>2</td>
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<td>Patrick</td>
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<td>Pershing</td>
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<td>32</td>
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<td>Ridgway</td>
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<td>Tenny</td>
<td>4</td>
<td>16</td>
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<tr>
<td>West</td>
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Please Duplicate this page for each ADULT LEADER attending summer camp
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.

Please Duplicate this page for each Adult Leader attending summer camp.
CAMP MINDS RULES

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

1. **RESPECT CAMP PROPERTY.** The beds, mattresses and tents you use are only loaned to you for your stay in Camp. The Troop will be expected to pay for any damage caused to Camp equipment by the boys of that Troop. Writing on a tent is considered as equal to destroying it, and the boys doing the writing will be expected to buy the tent. (About $15.00 for a 2-boy tent.)

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

3. **WEAR FOOT GEAR.** For your own protection shoes must be worn at all times.

4. **RESPECT OUR NATURAL RESOURCES.** Cut NO live trees. Leave wild animals and birds alone - don't try to catch them. Prevent erosion - leaves, needles, and plants should be left where they are. Don't sweep or rake the ground near your tent.

5. **BE CLEAN.** Keep your body clean, by frequent washing. Keep your mind clean - develop habits of clean speech and thought. Keep your property neat and clean in your tent or shelter. Keep your campsites clean - nothing on the ground unless it grew there. Keep your camp clean - place all litter in the barrels.

6. **BE CAREFUL WITH FIRE.** Never leave a fire unattended. Clear the ground for six feet around the fireplace. Always keep water nearby when you have a fire. Keep two #10 cans full of water in front of every tent or shelter, and see that they are used only for fire protection.

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

DUTY TO GOD

DUTY TO SELF

DUTY TO COUNTRY

Please Duplicate this page for each ADULT LEADER attending summer camp.
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 1994 Advancement Registration forms and Medical Forms, and to go over the major changes and high lights of the 1994 Camp Hinds Program. These meeting will be held on Thursday, May 5th at 7:30 PM and Saturday May 7, 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 SPL; other adults may attend, but please, no other Scouts. This meeting will be held at the B-B Range near the parking lot. 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 at the Program Kickoff Meeting or duplicated locally. 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 have 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, 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 seven summers. The current sheets were redesigned to include a facsimile of the blue card on the Troop copy.

SIGN-UP 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 camp office.

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

SENIOR PATROL LEADER'S COUNCIL:
Each troop's Senior Patrol Leader is a part of the "Camp Senior Patrol Leaders' Council", which meets with the Program Director. If your troop's Senior Patrol Leader is unable to attend summer camp, your troop should select a "Camp" Senior Patrol Leader. There will be a brief Senior Patrol Leaders' Council meeting every day (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 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 someone is actually missing, the Scoutmaster should report it to the camp office immediately as outlined in the emergency procedures. (See page 31)

If any troop would like to furnish the color guards for retreat, the SPL should inform the Program Director. Color guards must be in complete uniform.

Waiters should be sent to the dining hall at 5:40, and will not be at retreat.

Byrd, Ridgeway, Dan Beard, West, Wilderness, Baden-Powell, and Patrick campsites should line-up between Pine Tree Cabin and the Rec Hall. MacMillan, Pershing, Siple, Brownsea, Bailey, Maguire, and Tenney campsites should line-up near Androscoggin Cabin. No one should line-up at the top of the hill east of the Friends of Hinds sign. When the command "Troops forward march" is given, troops should enter the parade ground parallel to the waterfront.
TROOP and PATROL
COOKING:
Each troop is encouraged to prepare at least three meals as a troop or as patrols during their stay at camp. Wednesday Lunch will be a campwide cookout. Troops are encouraged to do the other two meals as part of an outpost program. Included with your food on Wednesday will be enough food for your troop and TWO staff guests. If you plan to serve your meal at time other than 12:30 PM, please notify your staff guests so they can be there on time.

MENU
The Wednesday Lunch menu includes:
Subs w/ lunch meat, cheese, tomatoes, onion lettuce, pickles, etc.
Potato Chips
Milk/Bug Juice
Dessert

A "Food Pick-up" ticket 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 ticket 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. Please observe the following times.

Food Pick-up
11:00-11:30 AM
Returns
1:30-2:00 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.) may be checked out at the Camp Room behind the kitchen directly after breakfast.

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

OUTPOST MENUS:
In addition to Wednesday's lunch, various menus are available as options for use on an outpost. They include:

BREAKFAST A
French Toast with syrup
Cold cereal
Milk, Hot cocoa, Orange juice

BREAKFAST B
Pancakes with syrup & bacon
Cold cereal
Milk, Hot cocoa, Orange Juice

BREAKFAST C
Oatmeal with brown sugar
Fruit Juice & Milk

BREAKFAST D
Granola, Fruit juice, & Milk

LUNCH A
Cold meat & cheese sandwiches
Potato Chips, Brownies
Bug juice and/or Milk

LUNCH B
Pepperoni, Cheese, and Crackers
Granola bars
Bug juice and/or Milk

LUNCH C
Spreadables & crackers
Dried fruit
Bug Juice

DINNER A
Hamburger Stew
Bread & butter, Dessert
Bug juice and/or Milk

DINNER B
American Chop Suey
Bread & butter, Dried Fruit
Bug juice and/or Milk

DINNER C
Spaghetti with meat sauce
Tossed Salad
Apple Cobbler
Bug juice and/or Milk

DINNER D
Aluminium foil dinners with hamburg, potato, and veggies
Baked Apples
Bug juice and/or Milk

Please Duplicate this page for each Adult Leader attending summer camp
CHECK LIST FOR TROOP LEADERS

___ All fees paid at the Council Office or have payments to bring to camp.
   (Bring your receipts for camp fees paid prior 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 148 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 1230 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.

Please Duplicate this page for each Adult Leader attending summer camp
<table>
<thead>
<tr>
<th>NAME OF LEADER</th>
<th>POSITION</th>
<th>DAYS IN CAMP (Please circle)</th>
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<tbody>
<tr>
<td>1</td>
<td></td>
<td>Sun Mon Tue Wed Thr Fri Sat</td>
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<td>Sun Mon Tue Wed Thr Fri Sat</td>
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BOY LEADERS (Those not listed with a patrol):

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<tr>
<th>SPL</th>
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PATROL NAME:

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

Please PRINT or TYPE

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<thead>
<tr>
<th>Troop:</th>
<th>Community:</th>
<th>Campsite:</th>
<th>Week:</th>
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**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:** (See page 3 of Summer Camp Guide for Adult fees)

<table>
<thead>
<tr>
<th>NAME OF LEADER</th>
<th>POSITION</th>
<th>DAYS IN CAMP (Please circle)</th>
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**BOY LEADERS** (Those not listed with a patrol):

- SPL
- 2
- 3

**PATROL NAME:**

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</table>
THE SPL'S JOB:
As Senior Patrol Leader, it is your responsibility to meet with your Patrol Leader’s Council and make some decisions about your summer camp program prior to coming to camp. These pages have been designed to help you with that task. You do not need to schedule times for any activities, you only need to decide which activities you wish to do. Please bring these pages with you to the Pre-camp planning meeting which is held at the Rotary Training Center at 12:30 on Sunday. It is important for you, the Senior Patrol Leader, to be there with your Scoutmaster.

ROTATION PERIODS:
As described earlier in the Summer Camp Guide, your troop will have the opportunity to visit the 6 major program areas in camp during the eight troop rotation periods. It is up to you to select one activity to do at each of these areas. Some suggestions are provided but we will attempt to schedule other activities that you desire. During the seventh and eighth period (a two-hour block - or three hours if you wish to continue into the 4:00 PM open area time slot), you can plan a troop run activity, advancement sessions in your campsite, free time, a canoe trip, an out of camp hike, a service 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:

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)
Troop Boating
Troop Swim
Water Games (Specific game picked when you arrive)

Please Duplicate this page for each JUNIOR LEADER attending summer camp
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

WILDLIFE HABITAT IMPROVEMENT
Weather Instrument Construction

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.")

SCOUTCRAFT
Aluminium Foil Cooking
Backpack Preparation
Backwoods Cooking
Blindfolded Tent Pitching
Bread & Biscuits
Camp Gadgets
Compass Hike
Cooking Demonstration
Cooking with Charcoal
Cooking With Liquid Fuel & Propane
Dutch Oven Cooking
Hobo Cooking
Knots, Lashings, & Splices
Lasings
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

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

BASIC SCOUT SKILLS
Compass Course Game
Firemn' Chit (Fire building)
First Aid Games
Fitness Games
Five Mile Hike
Knot Relay
Map Reading
Obstacle Course
Operation Rescue
Stalking Games
Tent Pitching
Totin' Chip (Knife, Ax, Saw)
Tracking Games
Trail First Aid

Please Duplicate this page for each JUNIOR LEADER attending summer camp
Use this space to record what your troop wants to do during Troop Rotation Periods.

### TROOP ROTATION REQUESTS

<table>
<thead>
<tr>
<th>AREA</th>
<th>ACTIVITY YOUR TROOP WANTS</th>
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<tbody>
<tr>
<td>NATURE</td>
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<td>AQUATICS</td>
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<td>SCOUTCRAFT</td>
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<td>CRAFTSHOP</td>
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<td>ARCHERY</td>
<td>Orientation and Troop Shoot</td>
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<td>RIFLE</td>
<td>Orientation and Troop Shoot</td>
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<td>TROOP OR PATROL ACTIVITIES (You plan &amp; do these on your own)</td>
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<tr>
<td>OR BASIC SCOUT SKILLS &amp; OLDER SCOUT ACTIVITIES</td>
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### OPEN AREAS: (4:00-4:50)
Certain areas are automatically open and you don't need to schedule them - just show up. They are: General Swim, Boating, Fishing, Craftshop, Rifle Range and Archery Range. (Shooting 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
- Fire'n Chit
- Anything listed under "Troop Rotation" Service

### Service Projects:
All kinds - see your commissioner

### Sports:
- Volleyball
- Soccer
- Basketball
- Softball
- Ultimate (frisbee)

### Aquatics:
Safe Swims

### 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

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<th>4 PM</th>
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**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.

---

**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

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CAMPWIDE EVENTS:
We have a campwide 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.
Troop who desire to do a skit or lead a song at the closing campfire should make arrangements with the program director. All skits and songs must be well rehearsed and must be approved well in advance.
GIANT RELAY RACE - CAMP WIDE EVENT #1

All campsites MUST be on station at the designated time. The first campsites 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 campsites and hand the baton to...

14) A Scout at the foundation who will tie the following knots: square, bowline, sheet bend, two half hitch, 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-buoy 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 5 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, Macquarie Ridgway, West
HEAT B - CAMPSITES: Bailey, Dan Beard, Patrick, Sliple, Wilderness
HEAT C - CAMPSITES: Brownsea, MacMillan, Pershing, Terry

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
Racing Race

HEAT C
Peanut-Butter
50-yard dash
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 butter & jelly Sandwich Race
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.
(75 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. (75 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 sheet bend.
(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: ___________________________

---

**1. SCOUT SPIRIT:**

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

---

**II. HEALTH, SAFETY & CONSERVATION:**

- Score: 0-4
  1. Ground cover in place.
  2. Clothes lines behind tents, away from trails & at least 6 feet high.
  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.
  4. All liquid fuel and unattached propane cylinders stored in the camp's flammable liquid locker.
  5. All vehicles parked in the camp parking lot.
  6. Woods tools and other equipment properly stored.

---

**III. ORDERLINESS:**

- Score: 0-4
  1. Tents or shelters and personal gear neat. Scouts sleep head to toe.
  2. Damp clothes on clothes lines.
  3. Ridge poles clear of ropes, etc.
  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:**

- Score: 0-4
  2. Trails policed completely.
  3. Troop fireplace cleaned out. (Fire attended if burning)
  4. Troop wash area clean, faucets off.
  5. Tent platforms clean (swept off and no trash under).
  6. Picnic tables clean.
  7. Latrine clean with toilet paper on hand.

---

**V. ORGANIZATION:**

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

---

Total: (0-100)

---

Scoring:
- 93-100 Excellent
- 85-92 Good
- 75-84 Fair
- 0-74 Poor
**CAMP WILLIAM HINDS**

**1994 - 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.

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

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

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

Members of the patrol are: (PRINT) ________________

__Advancement in camp__

P.L. ________________

A.P.L. ________________

Senior Patrol Leader

Senior Patrol Leader

____Scoutmaster or Scribe____

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

   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)
PERSONAL HEALTH AND MEDICAL RECORD
CLASS 1 AND CLASS 2

Class 1 (update annually for all participants). Activity: Day camp, overnight hike, or other programs not exceeding 72 hours, with level of activity similar to that of home or school. Medical care is readily available. Current personal health and medical summary (history) is attested by parents to be accurate. This form is filled out by all participants and is on file for easy reference.

Class 2 (required once every 36 months for all participants under 40 years of age). Activity: Resident camp or any other activity such as backpacking, tour camping, or recreational sports involving events lasting longer than 72 consecutive hours, with level of activity similar to that at home or school. Medical care is readily available.

Note: Some states require an annual pre-camp medical evaluation. Your BSA local council service center can advise you about the requirements for your state.

If your child has had a medical evaluation (physical examination) within the last 36 months, a copy of the results of this examination must be attached to the health history for all participants in a camping experience lasting longer than 72 consecutive hours (3 days and nights). If a copy is not available, a physical examination (using the Class 2 section of this form) must be scheduled by a licensed medical practitioner. This physical examination is also required if your child is currently under medical care, takes a prescribed medication, requires a medically prescribed diet, has had an injury or illness during the past 6 months that limited activity for a week or more, has ever lost consciousness during physical activity, or suffered a concussion from a head injury.

In addition to examinations conducted by medical doctors and doctors of osteopathy, examinations will be recognized if conducted by doctors of chiropractic, physician's assistants, or pediatric nurse practitioners only in states where they may perform physical examinations on students enrolled in public school systems.

THIS FORM IS NOT TO BE USED BY ADULTS OVER 40, BY HIGH-ADVENTURE PARTICIPANTS (USE FORM NO. 34412), OR FOR NATIONAL SCOUT JAMBOREE (USE FORM NSJ-34412).

CLASS 1 PERSONAL HEALTH AND MEDICAL HISTORY
(Annually by all participants)

To be filled out by parent, guardian, or adult participant. Please print in ink.

IDENTIFICATION

Name ___________________________ Date of birth ________ Age ________ Sex ________

Name of parent or guardian ___________________________ Telephone ___________________________

Home address ___________________________ City ___________________________ State __________ ZIP ________

Business address ___________________________ City ___________________________ State __________ ZIP ________

If person named above is not available in the event of an emergency, notify

Name ___________________________ Relationship ___________________________ Telephone ___________________________

Name ___________________________ Relationship ___________________________ Telephone ___________________________

Name of personal physician ___________________________ Telephone ___________________________

Personal health/accident insurance carrier ___________________________ Policy No. ___________________________

In case of emergency, I understand every effort will be made to contact me (if an adult, my spouse or next of kin). In the event I cannot be reached, I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child (or for me, if an adult).

Date __________ Signature of parent/guardian or adult __________

Some hospitals require the parent/guardian signature to be notarized. Check with your BSA local council.
Check all items that apply, past or present, to your health history. Explain any "Yes" answers.

### ALLERGIES
- Food, medicines, insects, plants: **Yes** □ No □ Explain: __________
- Asthma □ □
- Diabetes □ □
- Cancer/leukemia □ □
- Heart trouble □ □
- Convulsions/seizures □ □
- Hemophilia □ □
- High blood pressure □ □
- Kidney disease □ □

Explain: __________

List any medications to be taken at camp: __________

List any physical or behavioral conditions that may affect or limit full participation in swimming, backpacking, hiking long distances, or playing strenuous physical games: __________

List equipment needed such as wheelchair, braces, glasses, contact lenses, etc.: __________

### IMMUNIZATIONS
- Tetanus toxoid __________
- Measles __________
- Diphtheria __________
- Mumps __________
- Pertussis __________
- Polio __________
- Rubella __________

### CLASS 2 MEDICAL EVALUATION

(Read additional requirements outlined on front of form)

Name __________________________ Age ________

**NOTE TO LICENSED MEDICAL PRACTITIONERS**: The person being evaluated will be attending 1 or more weeks of camp that may include sleeping on the ground and participating in strenuous activities such as hiking, boating, and vigorous group games. Please review the HEALTH HISTORY with the participant for any interim changes. **Explain any "abnormal" evaluations.**

### PHYSICAL EXAMINATION

(To be filled out by a licensed medical practitioner)
- Height ________
- Weight ________
- BD __________
- Pulse ________
- Lab: Urinalysis (dipstick) __________
- Albumin __________
- Sugar __________

**VISION**: Normal □ Abnormal □
- Glasses __________
- Contacts __________

**HEARING**: Normal □ Abnormal □
- Explain __________

**Check box**: N □ Abn □
- Teeth __________
- Genitalia □ □
- Cardiopulmonary system □ □
- Musculoskeletal □ □
- Hernia □ □
- Neurobehavioral □ □

Explain: __________

**Limitations**

**Activity restrictions**

**Diet restrictions**

Signature __________________________ Date __________

Address __________________________ Phone __________

City, State, ZIP __________________________

*Examinations conducted by doctors of chiropractic, physician's assistants, or pediatric nurse practitioners will be recognized only in states where they may perform physical examinations for students enrolled in public school systems.*

### INTERVAL RECORD
- **DATE, TIME, PLACE, ETC.**
- **SCREENING EXAMINATION**
- **(Findings, diagnoses, treatment, instructions, disposition, etc.)**
- **BY**

A PHOTOCOPY OF THIS FORM IS PERMITTED
**PERSONAL HEALTH AND MEDICAL RECORD FORM—Class 3**

**IDENTIFICATION**
- Age ______ Sex ______ Date of Birth* ______
- Name: ____________________________
- Last Name: ______________________
- First Name: ______________________
- Initial: __________________________
- City: ____________________________
- State: ____________________________
- Phone: ____________________________
- Address: _________________________
- ZIP: _____________________________

**IN AN EMERGENCY NOTIFY:**
- Name: ____________________________
- Relationship: ______________________
- Address: _________________________
- Phone: ____________________________
- City & State: ______________________
- Business Phone: ____________________

**III. PARENTAL STATEMENT**
- Has it ever been necessary to restrict applicant's activities for medical reasons? □ No □ Yes
- Does applicant have any regular medicine or have special care? □ No □ Yes Explain: ____________________________

**IV. IMMUNIZATIONS**
- Last Visit: ______________________
- Given: _________________________
- TETANUS
- DIPHTHERIA
- POLIO
- MEASLES
- Mumps
- RUBELLA
- PERUROUS
- CHICKEN POX

**V. PHYSICIAN'S EVALUATION AND ADVICE**
- Date: ____________________________
- Signed: __________________________
- License No.: ______________________
- M.D., D.O., D.C., P.A., or R.N.P.
- "Licensed medical practitioner" (circle one)
- Recommendation: ____________________________

**VI. MEDICAL HISTORY**
- Parent (if applicant is under 18): Fill in sections I, II, III, IV, and VI before seeing physician. Check immunizations to be given at this time. Be sure to include any emergency information and restrictions or special care that should be observed. Especially be sure to record any injuries, illnesses, surgery, or significant changes in condition of health of applicant since last complete examination.

**A. Date of most recent complete physical examination (month and year) ________
- Are you aware of any current health problems? □ No □ Yes
- Any other medical care? □ No □ Yes
- Has there been any surgery, injury, illness, allergy, or change in health status since last complete physical examination? □ No □ Yes

**B. Give dates and full details below for any "Yes" answers.**
- IS THERE DISEASE OF (OR PAST OR PRESENT) HISTORY OF? ______
- Details: 
  - Serious illness ______
  - Serious injury ______
  - Deformity ______
  - Surgery ______
  - Skin, glands ______
  - Eyes, ears ______
  - Nose, sinus ______
  - Teeth, tonsils ______
  - Dentures ______
  - Chest, lungs ______
  - Heart ______
  - Mumps ______
  - Rheumatic fever ______
  - Stomach, bowels ______
  - Appendicitis ______
  - Kidneys or urine ______
  - Albumin ______
  - Sugar ______
  - Leukemia ______
  - Kidney disease ______
  - Menstrual problems ______
  - Hemia (rupture) ______
  - Back, limbs, joints ______
  - Sleepwalking ______
  - Nervous condition ______
  - Other (explain) ______

**VII. HEALTH EXAMINATION**
- Physician: ____________________________
- The applicant will be participating in a strenuous activity that will include one or more of the following conditions: athletic competition, adventure challenge or wilderness exploration (aboard or afar) that may include high altitude, extreme weather conditions, cold water exposure, fatigue and/or remote conditions where readily available medical care cannot be assured.

- Please insist applicant complete medical history (VII) before exam.
- Review immunizations, for youth (under 18) tetanus and diphtheria toxoids, measles, mumps, and rubella vaccines. All adults required to have tetanus booster within 10 years.
- After completing section VII, summarize any restrictions and recommendations in sections II and IV above, and sign.

**DATE: ___________**
- Vision: Normal
- Hearing: Normal
- B.P.: ______ / ______
- Pulse: ______
- Contacts: ______

- Check box if normal, circle if abnormal and give details below:
  - Growth, development ______
  - Teeth, tonsils ______
  - Skin, glands, hair ______
  - Respiratory ______
  - Head, neck, thyroid ______
  - Cardiovascular ______
  - Eyes, ears, nose ______
  - Abdomen, hernia, rings ______

- Other (explain) ______

**LABORATORY: Uric acid (Sip solids) ______
- Abnormal ______
- Sugar ______

FOR THOSE ATTENDING PHILMONT OR NATIONAL HIGH-ADVENTURE BASES:
- Trail food is by necessity a high carbohydrate, high caloric diet. It is high in wheat, milk products, sugars, corn, sugar, and artificial coloring/flavoring. Dinner meals contain meat. If these food products cause a problem in your diet, you need to bring appropriate substitutions with you and so advise your personnel.

- Note: Physicians representing high-adventure bases reserve the right to deny access to the trails or other program activity on the basis of a medical examination performed at the base after arrival.
### REVIEW FOR CAMP OR SPECIAL ACTIVITY:

<table>
<thead>
<tr>
<th>DATE</th>
<th>AGENCY AND ACTIVITY</th>
<th>BY</th>
<th>&quot;OK&quot;</th>
<th>PHYSICIAN RECHECK NEEDED</th>
<th>RESULTS OF RECHECK</th>
<th>INITIAL</th>
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### INTERVAL RECORD (CAMP, JAMBOREE, TOURNAMENT, TRAVEL, ETC.)

<table>
<thead>
<tr>
<th>DATE, TIME, PLACE, ETC.</th>
<th>FINDINGS, DIAGNOSES, TREATMENT, INSTRUCTIONS, DISPOSITION, ETC.</th>
<th>BY:</th>
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<thead>
<tr>
<th>Rating</th>
<th>Archery</th>
<th>Aquatics</th>
<th>Basic Scout Skills, First Aid, C.P.R.</th>
<th>Craftshop</th>
<th>Nature - Conservation</th>
<th>Rifle Range / Shotgun Range</th>
<th>Scoutcraft</th>
<th>Food Service (Dining Hall &amp; Cookouts)</th>
<th>Health Services</th>
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<td>Campsites, Inspections, Commissioners</td>
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<td>Campfires &amp; Campwide Events</td>
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<td>Afternoon Programs for Senior Scouts</td>
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<td>Summer Camp Guide, May kick-off meeting, Sunday Pre-camp meeting</td>
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Other Comments:
HOW YOUR UNIT FIREGUARD PLAN WORKS

When you arrived at camp, you were oriented and trained in the use of the unit fireguard plan. It is your responsibility as a unit leader to train your Scouts in fire prevention, fire detection, reporting, and fire fighting.

Study the procedures outlined on this chart and then train your staff and youth members. Post the chart for all to see and follow.

Organize to make the fireguard plan work by appointing capable fire wardens and deputies.

FIRE WARDENS AND DEPUTIES

As responsible Scouts appointed by their adult leader, the unit fire warden and his deputy are in charge of training and inspection of fire-fighting equipment. They also give direction to all fire fighting, following the Unit Fireguard Chart. They instruct all unit fire wardens and Scouts in the operation of the camp fireguard plan and know the location of, and how to use, camp fire equipment. They conduct daily inspections of fire buckets and check to be sure all cooking fires, heating fires, and campfires are out at night or when no one is attending or monitoring the fire during the day. Unit fire wardens and deputies conduct fire drills at least once a week and take charge during actual fire fighting under the direction of the camp fire warden. They receive reports related to equipment and fire hazards daily from the duty fire warden.

The unit fire warden should rotate fire-fighting assignments daily, making sure that every boy in the unit has the opportunity to take part and to become familiar with the fire equipment. In small units, patrols or dens may serve as the fire-fighting group more than one time during the week.

Every boy in the unit should feel responsible for fire prevention and suppression, but the unit fire patrol or den for each day must be alert and ready to take action in case of fire emergency or drill.

If a fire breaks out, the person discovering it should take immediate action, whether or not he is on the fire patrol for the day. Time is the most important element in the suppression of a fire. All Scouts should be trained in the use of fire-fighting equipment and suppression measures and methods.

In making daily inspections of the unit campsite, the unit fire warden should follow the fire-prevention suggestions and use the fire-fighting equipment illustrations found throughout this chart as a guide. Campsite equipment will vary according to your camp. Most camps have boxes or racks of equipment centrally located for use at nearby campsites. Results of the daily inspection should be posted on the chart in the space provided.

PATROL OR DEN FIRE WARDEN

The patrol leader or den chief is responsible for training his patrol or den in the unit fireguard plan, daily inspection of fire-fighting equipment, and leading the unit in practice and fire fighting.

He checks daily to be sure all members are preventing fires and are prepared in case a fire breaks out. He supervises the placement and inspection of buckets of water at each tent site and makes sure that fires are built only on nonburnable soil in areas where they will not spread. He checks to see that all fires are put COLD OUT and that open flames are not permitted in or near tents. He supervises the patrol bucket-brigade drill, using fire buckets. He shows patrol or den members how to drop tents in case of fire.
Fill out and post this chart on your campsite bulletin board.

<table>
<thead>
<tr>
<th>Troop</th>
<th>Troop fire warden</th>
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</thead>
<tbody>
<tr>
<td>Camp</td>
<td>Troop comrade</td>
</tr>
</tbody>
</table>

**Dates**

We will prevent fires by breaking matches in two after using.

Putting fires COLD OUT with water.

Feeling with fingers to test heat.

**FLAMMABILITY WARNING**

NO TENT MATERIAL IS FIREPROOF, AND IT CAN BURN WHEN EXPOSED TO HEAT OR FIRE. FOLLOW THESE RULES:

- Only flashlights and electric lanterns are permitted in tents. **NO FLAMES IN TENTS** is a rule which must be enforced.
- Chemical-fueled stoves, heaters, lanterns, lighted candles, matches, or other flame sources should never be used in or near tents.
- Do not pitch tents near open fire.
- Do not use flammable chemicals near tents: charcoal lighter, spray cans of paint, or bug killer and repellent.
- Be careful when using electricity and lighting in tents.
- Always extinguish cooking and campfires properly.
- Obey all fire laws, ordinances, and regulations.

Clearing all burnable material 4 to 6 feet away from the fires or as required by local law.

Two No. 10 cans from the kitchen make excellent fire buckets. Punch holes in top of sides, attach bent coat hanger wire to pail, and paint red. Fill one with sand and the other with water and hang from crossbar by each tent.
**IN CASE OF FIRE**

At some camps local changes are made in these suggested procedures. All exceptions, however, should be made on the recommendation and with the approval of local fire authorities.

**IN A UNIT CAMPSITE**

1. Sound the alarm by yelling FIRE, and then notify the camp fire warden.
2. Start fighting the fire using available fire-fighting equipment.
3. When the central alarm is sounded to warn the camp, quickly mobilize in your unit. Move to your preassigned point immediately and await directions.
4. A runner reports to camp headquarters for instructions from the camp fire warden.

**OUTSIDE UNIT CAMPSITE**

1. If you discover a fire anywhere in camp, report immediately to camp headquarters so the alarm may be sounded and fire authorities notified.
2. Camp fire warden sounds the central alarm, and your unit follows steps 3 and 4 above.
3. Members of the central camp staff will man the camp fire-fighting equipment assigned to them, under the direction of camp fire warden. You will assist as directed by the camp fire warden.

In case of a fire in our campsite, we will notify [camp fire warden] and follow the instructions of our unit fire warden.
Control of Flammable Liquids in Camp

Because serious accidents can happen in connection with the use of gasoline in lanterns and stoves and as a result of igniting fires with liquid starters, adult supervision is required when chemical fuels are being used for lighting and cooking. Local councils have the option of restricting the use of chemical-fueled stoves, lanterns, and heaters in campsites under their jurisdiction.

For safety reasons, knowledgeable adult supervision must be provided when Scouts are involved in the storing, handling, and filling of stoves or lanterns or the lighting of chemical fuels.

Battery-operated lanterns and flashlights should be used by Scouts in camping activities, particularly in and around canvas tents. No chemical-fueled lantern, stove, or heater is to be used inside a tent.

Kerosene, gasoline, or liquefied petroleum-fuel lanterns may, when permitted, be used inside permanent buildings or for outdoor lighting. When used indoors, there should be adequate ventilation. Strict adherence to the safety standards and the instructions of the manufacturers in fueling and lighting such stoves and lanterns must be carried out under the supervision of a responsible and knowledgeable adult.

Empty liquid-petroleum cylinders for portable stoves and lanterns should be returned home or to base camp. They can explode when heated; therefore, they must never be put in fireplaces or with burnable trash.

The use of liquid fuels for starting any type of fire 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.

Space heaters that use chemical fuels consume oxygen and must be used only in well-ventilated areas. Using space heaters in poorly ventilated cabins, camper trucks, and recreation vehicles can cause fires and asphyxiation. The use of charcoal burners indoors can be lethal in causing carbon monoxide poisoning.

Bulk Storage and Practices

Storage of gasoline is a camp maintenance function. Filling tanks for motors, vehicles, and motorboats should always be handled by someone qualified by age and training for this responsibility. Similar responsible handling and control are prescribed for the limited use of kerosene. Use kerosene only for outside night lights and stationary heating stoves (not portable). Both gasoline and kerosene should be kept in well-marked safety cans and stored in ventilated locked boxes located away from building and tents. Large quantities of gasoline should be stored in a properly installed underground tank with pump. Keys to pumps and storage boxes or sheds should be given to one adult, who distributes these fuels. Propane or butane storage tanks and permanent caps should be installed by experienced technicians and changed only by gas distributors. These installations must conform to local regulations and must be inspected regularly.

Year-Round Fireguard Plan

Will your camp be there next season? This is a good question to ask at the close of each camping season as you pack away equipment and leave. In fairness to next year’s campers, do everything that can be done to ensure the safety of camp equipment and camp timber.

Fall, with its dry, dead leaves that often bank high around camp buildings, is, in many sections of the country, the most dangerous fire season of the entire year. Spring is another bad time.

Here is a checklist of things to do at all times to be sure that your camp is fireproof year-round:

1. Destroy greasy rags.
2. Dispose of all combustible refuse and trash safely.
3. Be sure that doors and shutters are strong enough to keep out trespassers, vandals, or thieves.
4. Be sure that the caretaker or camp ranger understands his responsibility of patrol, inspection, and notification of authorities in case of need.
5. Stow away firewood and loose equipment that might be used by trespassers.
6. Clear away dead grass or trees, ferns, leaves, bushes, straw piles, and trash from buildings.
7. Clean grease traps and dispose of the grease by burning it at a safe place or burying it in mineral earth.
8. Be sure that the camp is ready for winter use. Check fuels, wall and floor protection around heaters, and protecting screeners for fireplaces. Inspect location of fire pails, fire extinguishers, and mobile fire-fighting equipment.
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