INFORMATION FOR SCOUTS & PARENTS

CHECK-IN FOR
PROVISIONAL SCOUTS:

Check in between 2:00 and 2:15 P.M.
The Camp Gate at Cadigan Lodge will be locked until 2:00 P.M. This will allow the staff adequate time to prepare for your arrival. Please try to arrive promptly, but not early.

Passenger vehicles will be asked to park in the areas near Cadigan Lodge. Scouts should plan on carrying in their personal gear to their campsite. This will help alleviate traffic congestion on the camp road. Please co-operate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director only.

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

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

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

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

Scouts staying overnight should be packed and prepared to leave by 8:30 AM. We will have between 200 and 300 Cub Scouts arriving each Saturday morning, so your co-operation is crucial.

MEDICAL FORMS:
In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of campers and adults. For all RESIDENT CAMP experiences (Boy Scout Camp, High Adventure, and the Vebelo 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 date) by a physician licensed to practice medicine.
All forms are available free of charge through the Council Office.

We ask that all Scouts send (or bring) photocopies of their medical forms to Camp William Hinds, 149 Plains Road, Raymond, Maine 04071 at least one full week prior to your arrival. Medicals need to be clearly labelled with "Provisional" and the week. This allows the health officer to double-check for missing signatures, alert cases, and to pre-prepare buddy tags. This will ultimately save you much time and trouble on Sunday. Scouts complying with this request will be processed through the Health Lodge before troops that do not comply. It is suggested that you bring an extra photocopy of your medical when you come to camp.

PLEASE DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE

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

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

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

VISITORS and LEAVING CAMP:
It is imperative that visitors (excluding Sunday afternoon and Friday evening) check-in at the Camp Office. We discourage visitors during the week as this generally promotes home sickness in other Scouts when they see their friends parents. Scouts leaving camp must check-out with the Provisional Scoutmaster and then sign out at the Camp Office. The sign-in/sign-out books are located on the table outside of the camp office door.

VISITORS DAY & BBQ
Parents and visitors are asked to leave by 4:30 P.M. on Sunday afternoon. Friday is parents night. Parents will be allowed into camp at 5:00 P.M. and will be allowed to stay through the campfire. Parking will be in the areas of the camp entrance and near Cadigan Lodge only. Barbecue tickets will be on sale at the Trading Post starting on Sunday afternoon and ending at noon on Tuesday. Phone reservations can NOT be accepted. The price is $5.00 per person with $4.00 tickets available for brothers and sisters under the age of 12. Scouts and Leaders attending Camp for the week will be issued free tickets. All parents are encouraged to attend the Barbecue and Campfire. Parents are allowed into camp on Saturday morning to assist with packing and check-out for those units staying overnight Friday.

TRADING POST:
Camp Hinds maintains a well stocked camp store to serve everyone who is staying or just visiting camp. Stock items include Scouting literature, Merit Badge pamphlets, camp T-shirts, patches, neckerchiefs, mugs, uniform parts, cold drinks, snacks, and program materials needed for completion of certain merit badges.
VEHICLES & PARKING:
All vehicles must be stored in the visitor's parking lot near Cadigan Lodge. Only commercial delivery vehicles will be allowed beyond the gate at Cadigan Lodge. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to ensure camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged in advance through the Camp Director.

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

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

SUMMER SCHEDULE:

<table>
<thead>
<tr>
<th>Week</th>
<th>Dates</th>
<th>Activity</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>July 3-9</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>BSA Lifeguard Week</td>
</tr>
<tr>
<td>2</td>
<td>July 10-16</td>
<td>Troop Camping</td>
</tr>
<tr>
<td>3</td>
<td>July 17-23</td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>4</td>
<td>Jul 24-30</td>
<td>Troop Camping</td>
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<tr>
<td>5</td>
<td>Jul 31-Aug 6</td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>6</td>
<td>Aug 7-13</td>
<td>Troop Camping</td>
</tr>
<tr>
<td>7</td>
<td>Aug 14-20</td>
<td>Provisional Camping</td>
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</tbody>
</table>

CAMP FEES:
The following are the 1993 Camp fees:

<table>
<thead>
<tr>
<th></th>
<th>Local</th>
<th>Out-of-Council</th>
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</thead>
<tbody>
<tr>
<td>Troop Camping</td>
<td>$125.00</td>
<td>$135.00</td>
</tr>
<tr>
<td>Provisional</td>
<td>$135.00</td>
<td>$145.00</td>
</tr>
<tr>
<td>BSA Lifeguard</td>
<td>$135.00</td>
<td>$145.00</td>
</tr>
</tbody>
</table>

EARLY BIRD SPECIAL:

A $10.00 discount per person will be given on all fees paid in full to the Council Service Center on or before by April 15th. A $5.00 discount per person will be given on all camper fees paid in full between April 16th and May 15th.

STAY-OVER FEES:
If a Scout is staying more than one week, he should plan on going home on the weekends. During the weekend, we are conducting a Cub Scout parent-son program. There is no specific program for Boy Scouts staying over and supervision is at a minimum. If it is absolutely necessary for a Scout to stay in camp for the weekend between two weeks, the fee is $1500 to cover the cost of food. All Scouts are encouraged to go home if at all possible.

THE BUDDY SYSTEM:
Scouts are required to use the buddy system for all aquatics, fishing, backpacking, and hiking activities and are encouraged to use it at other times.
CAMPERSHIPS:
It is the policy of the Pine Tree Council to provide assistance to Scouts who would not be able to attend camp without financial aid. A number of partial camperships will be granted this summer. A confidential campership application form is available by contacting the Council Service Center. All application forms must be received by May 15th.

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

MARK ALL GEAR:
Each Scout should put their name on every item they bring 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, knife, fork & spoon (for cookout day)
- Flashlight with extra batteries
- Jacket or sweater
- Toilet articles (No sprays please)
- Photocopy of Medical form (if not already mailed)
- Scout Handbook, paper & pen/pencils for M. B. work
- See Merit Badge Pre-requisites for other items needed for the merit badges you are taking.

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

LEAVE AT HOME:
Pets, Sheath knives, Fireworks, Firearms, Ammunition, Bows & Arrows, Radios, Tape Players, CD players, and Televisions, walkmans, electronic games, squirt guns, Alcoholic beverages and illegal drugs. Other valuables should be left at home. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director. The provisional Scoutmaster has the authority to confiscate prohibited items from the offending campers.
DUTY TO GOD:
There will be a brief non-denominational service during each week, on Tuesday morning directly following breakfast in the council ring. All Scouts and Scouters are strongly encouraged to attend. Merit badge sessions will start 15 minutes later than usual.

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

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

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 at the Trading Post.

TELEPHONE:
The camp telephone number for in-coming calls is: (207) 655-4878. There is a pay phone available for adults on the outside of the Rec Hall building. Scouts are strongly discourage from phone use, and must have a note from their Scoutmaster. Parents should not ask their sons to phone home.

BSA LIFEGUARD WEEK:
BSA Lifeguard is a three year certification recognized in most states, including Maine, for persons wishing to work at public beaches or summer camps. It is roughly equivalent to, and in many ways more comprehensive, than the Red Cross Senior Lifesaving program. The Boy Scouts also require that a B.S.A. Lifeguard (or equivalent) be present at all troop or pack swimming, canoeing, or other aquatic events. Because of the intensity of the program, Camp Hinds is offering two special sessions for Scouts interested in this award during the week of July 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.
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 does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. The camp will provide the leadership, by having a qualified trained Scoutmaster and assistants, serve as your boy's leaders for the week. Each Scout will join the provisional troop in the L.L. Bean Wilderness campsite which is made up of Scouts from different troops through out the area. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making new friends from around the council. This program is a great way for boys to spend an extra week at camp after their own troop has gone home. It will extend the fun and adventure of summer camp. In addition to taking part in the individual advancement program, the provisional campsite will be organized like a troop and will participate as a group in camp activities. Each week will be filled with hikes, games, campfires, and competitions and some other extra activities available only to provisional campers.

CAMP STAFF AND CIT PROGRAM:
Camp Hinds has openings for Scouts who will be 16 by July 1st and are interested in serving on the paid Camp Staff. There are also openings for Scouts who will be 15 by July 1st and are interested in becoming a Counselor in Training. Call the Council Office at (207) 797-5252 for an application form.

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

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

Adventures Continue:
On Friday evening between the Barbecue and the campfire, come to the Rec Hall to find out more about the Scouting program. Here you'll find special exhibits and displays and Scouts and Scouters giving information on National Jamborees, the Camp Hinds Alumni Association, the Order of the Arrow, and much more.

Note: There is no page 7, 8, 10, or 16 in this handout.
HOW TO GET TO CAMP HINDS

Camp Hinds is located on Plains Road in Raymond, Maine. Plains Road runs between State Routes 85 and 121, both of which intersect Routes 302 and 11. The camp phone number is (207) 655-4878.
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  
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

AMERICAN BADGE PRECURSORS:
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.

Amber 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

Amber 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

Amber 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.

MERIT BADGE DEADLINE:
All merit badge work MUST be completed by 11:20 am on Friday. Friday afternoon will NOT be used for merit badge work.

MERIT BADGE EXTRA HELP:
In addition to the scheduled periods in the morning, the time following dinner on Thursday will be reserved as an extra help session for merit badges.
**Bugling:** By appointment only. Must have a minimum of three years of trumpet or bugle experience.

**Camping:** Not recommended for first year Scout Campers. Need to complete requirement 8a & 8b 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 #8a.

**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 CPR certification.

**Mammal Study:** Recommended for all Scout Campers. Good choice for first year campers.
Motorboating:
Must be 13 years old and already have Swimming Merit Badge and either Rowing Merit Badge or Canoeing Merit Badge. Each class will be limited to the first 7 Scouts who meet the prerequisites and signup.

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

Oceanography:
Not recommended for first year Scout Campers.

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

Personal Fitness:
By Appointment only. Need to complete 5 & 6 before camp.

Pioneering:
Recommended for all Scout Campers. Should have completed knots and laces 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 swimming.

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

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

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

Swimming:
Must be classified as a "Swimmer" by the Camp Hills Aquatics Director. Must have long sleeve button-up shirt and long pants (Preferably not a Scout Uniform) and shoes that can get wet. Scouts who are not classified as a "swimmer" are encouraged to take swimming instructions.

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

Weather:
By appointment only.

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

Wood Carving:
# Camp William Hinds - 1994 - Advancement Schedule

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<tbody>
<tr>
<td><strong>First</strong></td>
<td>Canoeing MB</td>
<td>Art MB</td>
<td><em>Environmental Science MB</em></td>
<td>Camping MB</td>
<td><em>Shotgun MB</em></td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Non 8:30-9:20</td>
<td>Lifesaving MB</td>
<td>Basketry MB</td>
<td>(*=Double period Period 1 &amp; 2)</td>
<td>Pioneering MB</td>
<td>(#=Double period Period 1 &amp; 3)</td>
<td>(Tenderfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>Tue 8:45-10:35</td>
<td>Motorboating MB</td>
<td>Leatherwork MB</td>
<td>Wilderness Survival MB</td>
<td>#Rifle Shooting</td>
<td>#Rifle Shooting</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>Wed 8:30-9:20</td>
<td>Rowing MB</td>
<td>Woodcarving MB</td>
<td></td>
<td></td>
<td>(#=Double period Period 1 &amp; 2)</td>
<td></td>
</tr>
<tr>
<td>Thur No Class</td>
<td>Small-Boat</td>
<td></td>
<td></td>
<td></td>
<td>#Archery MB</td>
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<tr>
<td>Fri 8:30-9:20</td>
<td>Sailing MB</td>
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<td></td>
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<td>(#=Double Period Period 2 &amp; 3)</td>
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<tr>
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<td>Snorkeling BSA</td>
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<td></td>
<td>Swimming MB</td>
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<tr>
<td><strong>Second</strong></td>
<td>Canoeing MB</td>
<td>Art MB</td>
<td><em>Environmental Science MB</em></td>
<td>Cooking MB</td>
<td>#Rifle Shooting</td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Period</td>
<td>Lifesaving MB</td>
<td>Basketry MB</td>
<td>(*=Double period Period 1 &amp; 2)</td>
<td>Pioneering MB</td>
<td>(#=Double period Period 1 &amp; 2)</td>
<td>(Tenderfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>Non 9:30-10:20</td>
<td>Motorboating MB</td>
<td>Leatherwork MB</td>
<td>Wilderness Survival MB</td>
<td>#Rifle Shooting</td>
<td>#Rifle Shooting</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>Tue No Class</td>
<td>Rowing MB</td>
<td>Woodcarving MB</td>
<td></td>
<td></td>
<td>(#=Double period Period 1 &amp; 2)</td>
<td></td>
</tr>
<tr>
<td>Wed 9:30-11:20</td>
<td>Small-Boat</td>
<td></td>
<td></td>
<td></td>
<td>#Archery MB</td>
<td></td>
</tr>
<tr>
<td>Thur 8:30-9:20</td>
<td>Sailing MB</td>
<td></td>
<td></td>
<td></td>
<td>(#=Double Period Period 2 &amp; 3)</td>
<td></td>
</tr>
<tr>
<td>Fri 9:30-10:20</td>
<td>Swimming MB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Third</strong></td>
<td>Canoeing MB</td>
<td>Art MB</td>
<td><em>Environmental Science MB</em></td>
<td>Camp MB</td>
<td>#Archery MB</td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Period</td>
<td>Rowing MB</td>
<td>Basketry MB</td>
<td>(*=Double period Period 2 &amp; 3)</td>
<td>Pioneering MB</td>
<td>(#=Double Period Period 1 &amp; 3)</td>
<td>(Tenderfoot, Second Class, &amp; First Class Requirements)</td>
</tr>
<tr>
<td>Non 10:30-11:20</td>
<td>Small-Boat</td>
<td>Leatherwork MB</td>
<td>Wilderness Survival MB</td>
<td>Cooking MB</td>
<td>#Archery MB</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>Tues 10:45-11:30</td>
<td>Sailing MB</td>
<td>Woodcarving MB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wed No Class</td>
<td>Swimming</td>
<td></td>
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<td></td>
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<tr>
<td>Thur 9:30-11:20</td>
<td>Instructions</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Fri 10:30-11:20</td>
<td>Swimming MB</td>
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<tr>
<td></td>
<td>Water Skiing</td>
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<td></td>
</tr>
<tr>
<td><strong>Other</strong></td>
<td>Mile Swim 4PM</td>
<td>Fingerprinting MB</td>
<td>Fish &amp; Wildlife Management MB</td>
<td><em>Shotgun MB</em></td>
<td>Basic CPR (Not certification)</td>
<td></td>
</tr>
<tr>
<td>Mon thru Thurs</td>
<td>Mon thru Thurs</td>
<td>6:50-6:30 PM</td>
<td>Fish &amp; Wildlife Management MB</td>
<td></td>
<td>Film Mon 1:15 or 4:00 Rec Hall</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Tues or Wed</td>
<td>Multisport bicycle MB</td>
<td></td>
<td>Class Tue or Wed 7:15-9:15 Dining Hall</td>
<td></td>
</tr>
</tbody>
</table>

## By Appointment Badges - For Older Scouts

- **Sea Scout**
  - Area to make an appointment for these badges.
  - They require much pre-camp work.
  - (No pre-registration)

### Adults:
- Safe Swim & Safety Afloat
  - Mon 4:30 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

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

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Monday</th>
<th>Tuesday</th>
<th>BOMA ZEN Day</th>
<th>ORDER OF ARROW DAY</th>
<th>VISITOR'S DAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30-9:20</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>
<td>8:30-9:20</td>
</tr>
<tr>
<td>9:30-10:20</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 3</td>
<td>9:30-10:20</td>
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<tr>
<td>10:30-11:20</td>
<td>Merit Badge 3</td>
<td>10:45-11:35</td>
<td>Merit Badge 3</td>
<td>Merit Badge 3</td>
<td>Merit Badge 3</td>
<td>10:30-11:20</td>
</tr>
<tr>
<td>11:30-12:15</td>
<td>Cooking MB cookout</td>
<td>Camping MB overnight prep</td>
<td>Cooking MB cookout</td>
<td>Swimming &amp; Boating</td>
<td>Swimming &amp; Boating</td>
<td>11:30-12:15</td>
</tr>
<tr>
<td>12:00-12:30</td>
<td>Lunch</td>
<td>Troop Photos</td>
<td>Cook-Out Lunch</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:00-1:30</td>
<td>Siesta (Staff Swim)</td>
<td>Troop Photos</td>
<td>Troop Photos</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2:15-3:00</td>
<td>Troop Rotation 1</td>
<td>Troop Rotation 3</td>
<td>Troop Rotation 5</td>
<td>Troop Rotation 7 &amp; 8</td>
<td>Troop Activities (You plan and do these on your own)</td>
<td>2:15-3:00</td>
</tr>
<tr>
<td>3:10-3:55</td>
<td>Troop Rotation 2</td>
<td>Troop Rotation 4</td>
<td>Troop Rotation 6</td>
<td></td>
<td>Troop Activities &amp; Open Areas</td>
<td></td>
</tr>
<tr>
<td>4:00-4:50</td>
<td>Troop Activities &amp; Open Areas</td>
<td>Troop Activities &amp; Open Areas</td>
<td>Troop Activities &amp; Open Areas</td>
<td>Troop Activities &amp; Open Areas</td>
<td>Open Areas</td>
<td>4:00-4:50</td>
</tr>
</tbody>
</table>

**Open Areas** = Swimming, Open Boating, Craftshop, Rifle Range, Archery Range, Fishing

**Troop Activities** = Nature, Scouting, Service Project, Softball, Volleyball, Soccer, etc.

5:00 - Staff & Leader Swim
5:45 - Retreat
6:00 - Dinner

6:50-8:30 Troop Competition (or Dusk) Firing MB

9:00 - Call to Quarters
9:25 - Tattoo
9:30 - Taps

FAMILY B-B-Q

**Troop Time to Pack-Up, Clean-Up and to Prepare for Campwide Event**

2:15-3:00 Campwide Event

4:00-4:50 Troop Activities & Open Areas

6:50-8:30 (or Dusk) Campfire & Closing Ceremony

**Open Areas** = Open Boating, Craftshop, Rifle & Archery Range

**Troop Activity** = Nature, Scouting, Service Project

**Troop Competition** = 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 (Rifle Range, Craftshop, Aquatics, Nature, Scoutcraft, and Archery Range) plus have a two-hour troop activity. During each of these periods, 1 or 2 troops will be at each of the six program areas. The exact activity to take place at that program area will be scheduled by the Scoutmaster and/or SPL at the pre-camp planning meeting on Sunday. Although 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 hobo cooking demonstration, and yet another may want to learn how to make rope, etc. During the aquatics period, one troop may want to have a troop swim, another may want to play a water game, or another may want to go review lifesaving techniques or go boating. The same thing will happen in the other program areas. Some troops with full-sized patrols (7-10 Scouts) may desire to schedule different activities for each patrol in some program areas. Lists of possible activities for each program area are found in the “Junior Leader’s” section of this manual.

During the seventh 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. 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 35.
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 SPLs. 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 SPLs. Wednesday evening would be a good time for troops to get together for a skit campfire.

**OTHER AWARDS:**

**Mile Swim, B.S.A.**
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, B.S.A.**
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 woods tools, through Basic Scout Skills area.

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

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**Firem'n Chit**
Fire safety, through Basic Scout Skills area.

**World Conservation Award:**
Through Nature-Conservation Director.

**Basic C.P.R. Course:**
Sign-up is required. Pre-register by mail on the Advancement Registration form. This is a three-hour Basic CPR course. This course is required of Scouts taking First Aid or Lifesaving Merit Badges. Each Scout must attend two sessions. The first session meets at the Rec Hall during siesta Monday (1:15-2:15) or in the Rec Hall from 4:00-5:00 PM Monday. The second session is either Tuesday or Wednesday evening in the Dining Hall (7:15-9:15 PM). In addition to class time, participants should plan on 1 to 2 hours of study time to prepare for the test. This is NOT CPR certification. A certified course will be offered to Scouts taking B.S.A. Lifeguard during week 1 and 7 only. A $3.00 fee will be charged for the certification.

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**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 Hinds. THE AWARD:
1. The patrol name and troop number of all patrols that complete the requirements for this award, will be placed on a plaque to be hung in the dining hall as a record of the patrol’s accomplishments.
2. Each patrol will receive a ribbon for their patrol flag.
3. Each patrol member will receive a certificate.

PROGRAMS FOR OLDER SCOUTS

TRAP-SHOooting:
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 announced 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.

BSA Lifeguard:
Offered July 3-9 and August 14-20 at Camp Hinds. See page 5 for further details. Also at Camp Bomazeen 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 Gailing, 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. Scouting is allowed 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.
1994 Camp Administration:
Dean B. Zaharis.....................................................Camp Director
Russ Brimmer..........................................................Program Director
Peter Klepsig..........................................................Camp Ranger

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