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# Summer Camp Guide:
- Editor ......................................................... Dean B. Zaharis
- Contributors  ................................................ Russ Brimmer, Cathy Gosselin, Ed Hoolehan,
  Marty Kadel, Peter Klepsig, Timothy A. McDonald,
  Tom Peaco, and Dean B. Zaharis
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. "Vehicle passes" will be issued so that 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, Browseea, Bailey, or Sipe sites and not having a troop vehicle will be directed to a loading area, where the Camp Truck will transport equipment to each site. Please cooperate 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 cooperation is crucial.
MEDICAL FORMS:
In recent years, there have been some recurrent issues that have created difficulty and disappointment on Sunday that we would like to avoid.
In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pineland Council’s policy regarding medical certification of campers and adults. For all RESIDENT CAMP experiences (Boy Scout Camp and Wabobos Overnight Camp), all participants must have two things:
1) A health history with insurance information.
2) A physician’s certification.
These two things may be on the same form as long as they conform to the rules below:

HEALTH HISTORIES:
All participants attending camp MUST have a health history completed within 1 year of check-in day. Essentially, this means that health histories from last summer are not acceptable for this summer. All youth (under 18) MUST have the annual health history signed by the parent or guardian authorizing treatment in case of an emergency.

PHYSICIAN’S CERTIFICATION:
All youth must have an annual health history and a medical evaluation completed within the last 3 years (as of check-in day) by a physician licensed to practice medicine. An adult staying for one night must have a current health history. No physician’s certification is required. Any adult staying two nights or more MUST have a current health history and physician’s evaluation current within one year if 40 years old or older, and within 3 years if under 40.

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

All forms are available free of charge through the Council Office. We ask that all troops send (or bring) photocopies of their medical forms (even if there are one or two uncollected) to Camp William Hinds, 148 Plains Road, Raymond, Maine 04071 at least TWO full weeks prior to your arrival. This allows the health officer to double-check for missing signatures, alert cases, and to pre-prepare buddy tags. All 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.

Unit leaders must check medical forms for:
1) insurance information
2) parental authorization (signed this year)
3) Physician’s signature

Anyone arriving at camp without a completed health form will not be allowed to participate.

PLEASE DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE

MEDICATIONS:
Pineland 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, applying topically and similarly to youth and adults alike and is not optional. The health officer is available 24-hours a day to administer medications as needed. An exception may be made for a limited amount of medication to be carried by a youth or adult for life-threatening conditions, including bee-sting kits, heart medication, and inhalers, or where specifically prescribed “to be carried at all times” by the physician. Common medications sent to camp with Scouts are over the counter pain relievers and antihistamines like Benadryl. We maintain an adequate stock of these medications so there is no need to bring these with you.

MEDICAL RECHECK:
Upon arriving at the health lodge for the medical recheck on Sunday, those units whose forms are in prior to arriving will be processed first. Participants with medications must present them to the Health Officer at that time.

INSURANCE & BILLING:
Camp participants are responsible for their own health and accident insurance. We strongly recommend that each Pack and Troop carry its own policy. Details are available through the Council Office. If a Scout requires medical services outside of camp, the troop is responsible for paying, at the time of treatment, any bills not covered by insurance. The troop should then seek reimbursement from the Scout’s parents.

SPECIAL DIETS:
Any Scout or leader who has special dietary needs for medical or religious reasons should contact the camp cook at least one week prior to arrival so that plans can be made to meet these 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.
VISITORS and LEAVING CAMP:
It is imperative that visitors (excluding Sunday afternoon and Friday evening) check-in at the Camp Office. Adult leaders who plan to leave camp during the week should notify the Camp Office. Scouts leaving camp must sign out at the Camp Office. The sign-in/sign-out books are located on the table outside of the camp office door.

VISITORS DAY & BBQ
Parents and visitors are asked to leave by 4:30 P.M. on Sunday afternoon. Friday is parent's night. Parents will be allowed into camp at 5:00 P.M. and will be 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 $5.00 per person with $4.00 tickets available for brothers and sisters under the age of 12. Scouts and Leaders attending Camp for the week will be issued free tickets. Please encourage all parents to attend the Barbecue and Campfire. Parents are allowed into camp on Saturday morning to assist with packing and check-out for those units staying overnight Friday.

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 with a "vehicle pass" 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.

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.

THE BUDDY SYSTEM:
Scouts are required to use the buddy system for all aquatic, fishing, backpacking, and hiking activities and are encouraged to use it at other times.
CAMPER FEES:
The following are the 1995 Camper fees:

<table>
<thead>
<tr>
<th>Type</th>
<th>Local</th>
<th>Out-of-Council</th>
</tr>
</thead>
<tbody>
<tr>
<td>Troop Camping</td>
<td>$140.00</td>
<td>$150.00</td>
</tr>
<tr>
<td>Provisional</td>
<td>$165.00</td>
<td>$175.00</td>
</tr>
<tr>
<td>Advancement</td>
<td>$165.00</td>
<td>$175.00</td>
</tr>
<tr>
<td>Pathfinder (2wks)</td>
<td>$165.00</td>
<td>$175.00</td>
</tr>
</tbody>
</table>

EARLY BIRD SPECIALS:
A $20.00 discount per person will be given on all camper fees paid in full to the Council Service Center on or before April 1st. A $10.00 discount per person will be given on all camper fees paid in full after April 1st but before May 1st.

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 five patrol (eight Scouts). A second leader is required for each additional five patrol (eight Scouts). Units bringing more adult leaders than covered under the above “free statue” 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.

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 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 requested to write a letter requesting the campership. In 1993 and 1994 nearly $300.00 remained unused. 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.

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1995 SUMMER SCHEDULE

<table>
<thead>
<tr>
<th>Week</th>
<th>Dates</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jul 2-8</td>
<td>Troop Camping - LDS Week</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LDS Provisional Camping</td>
</tr>
<tr>
<td>2</td>
<td>Jul 9-15</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>3</td>
<td>Jul 16-22</td>
<td>Pathfinder (2 weeks)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Pathfinder (continued)</td>
</tr>
<tr>
<td>4</td>
<td>Jul 23-29</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>5</td>
<td>Jul 30-Aug 5</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>6</td>
<td>Aug 6-12</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
<tr>
<td>7</td>
<td>Aug 13-19</td>
<td>Troop Camping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Provisional Camping</td>
</tr>
</tbody>
</table>

1995 SUMMER SCHEDULE

Tentative Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Dates</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jun 30-Jul 6</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>2</td>
<td>Jul 7-13</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>3</td>
<td>Jul 14-20</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>4</td>
<td>Jul 21-27</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>5</td>
<td>Jul 28-Aug 3</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>6</td>
<td>Aug 4-10</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>7</td>
<td>Aug 11-17</td>
<td>Troop &amp; Provisional</td>
</tr>
</tbody>
</table>

1997 SUMMER SCHEDULE

Tentative Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Dates</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jul 6-12</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>2</td>
<td>Jul 13-19</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>3</td>
<td>Jul 20-26</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>4</td>
<td>Jul 27-Aug 2</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>5</td>
<td>Aug 3-9</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>6</td>
<td>Aug 10-16</td>
<td>Troop &amp; Provisional</td>
</tr>
<tr>
<td>7</td>
<td>Aug 17-23</td>
<td>Troop &amp; Provisional</td>
</tr>
</tbody>
</table>

Please duplicate this page for each Scout Family
TELEPHONE:
The camp telephone number for in-coming calls is: (207) 635-4678. There is a pay phone available for adults on the outside of the Rec Hall building. Scouts are strongly discouraged from phone use, and must have a note from their Scoutmaster. Please also read the article on 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.

MAILING ADDRESS:
Scout __________________________ Campsite
Troop __________________________
Camp William Hinds
148 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 inside the Trading Post during business hours.

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, firework, firearms, ammunition, bows & arrows, radios, tape players, CD players, televisions, walkmans, electronic games, squirt 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.

Please Duplicate this page for each SCOUT FAMILY
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 8x10 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 cash or check and should be one payment for the entire troop. Photos can not be charged to your troop account. Troops will receive their photos at the end of the Friday night campfire.

PROVISIONAL TROOP:
Not all Scout troops can go to summer camp and 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 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 activities available only to provisional campers.

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!

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.

1995 ANNUAL FIELD DAY
Scoutmasters - plan for your troop to attend the Second Annual Field Day sponsored by the Camp Hinds Alumni Association.
WHAT? Games, a great meal, campfire, fun and fellowship. A great activity for your troop to kick off the new Scouting year.
WHEN? Saturday, September 16 - All day. Optional - Bring your troop and spend the night.
WHERE? Camp William Hinds
More information coming! Look for an announcement in Pine Spills.

MEDITATION AREA:
There is a new designated meditation area located along the main camp road across from the entrance to Wilderness Campsite.
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
- Bemazeen Webelos Camp
- Bemazeen Specialty
- Please Specify Program
- Other: (Please Specify)

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

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

__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________
__________________________________________________________________________

Please duplicate this page for each Scout Family.
Pine Tree Council, Inc.  Boy Scouts of America

Pine Tree Council believes that each Scout should contribute something towards camp. This policy also allows us to utilize out 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 15 DEADLINE!!

For Office Use Only

Action of Committee:
Not Approved _________ Approved _________ Amount _________ Initials _________

8
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.
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 elsewhere in this guide. 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. 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 (8:30-11:20)

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:6a - Knots: Bowline
             F:7a - Knots: timber hitch & clove hitch
             F:8b - 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:8c - 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

Please Duplicate this page for each Scout Family
SAMPLE SCHEDULES:
Scoutmasters should counsel their Scouts so that they
get a schedule with variety and one 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: Fowling 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 BADGES:
The Merit Badges offered at Camp Hinds are grouped
into four groups:
Merit Badges available to all Scouts - these include
those good for first year Scouts.
Merit Badges for returning Scouts - These are not
available to first year Scouts but are available to
everyone else.
Merit Badges for older Scouts - These are designed for
Scouts ages 13 thru 17. Several of these badges have
been put into a three year cycle so that we can expand
our offerings.
The purpose of this grouping is to provide a progressive
program to give the older Scouts something to look
forward to. Please do not ask for exceptions to the age
requirements.

SPECIALTY 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.

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 EXTRAS HELP:
In addition to the scheduled periods in the morning, the 4
PM and evening time slots can be used for extra help.
Scouts requiring help may either schedule an
appointment with his counselor or just stop by the area
and get help from the counselor on duty.

Please Duplicate this page
for each SCOUT FAMILY
MERIT BADGE PREREQUISITES

MERIT BADGES AVAILABLE TO ALL CAMPERS:

**Athletics:** Available to all Scouts. Should complete requirement 1 before camp.

**Basketry:** Available to all Scouts. Good choice for first year campers. Materials for basic projects included in camp fee. Optional materials for more complex projects may be purchased.

**Cooking:** Available to all Scouts 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.

**Fingerprinting:** Available to all Scouts.

**First Aid:** Available to all Scouts. 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.

**Fishing:** Available to all Scouts. Must have own equipment or complete requirement #7 before or after camp. Do not bring gear to the class.

**Leatherwork:** Available to all Scouts. Good choice for first year campers. Materials for basic projects included in camp fee. Optional materials for more complex projects may be purchased.

**Mammal Study:** Available to all Scouts. Good choice for first year campers.

**Pioneering:** Available to all Scouts. Should have completed knots and lashes requirements through and including First Class.

**Rowing:** Must be a swimmer. Could be difficult for small frame Scouts. Need shoes that can get wet for swapping.

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

**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. Materials for basic projects included in camp fee. Optional materials for more complex projects may be purchased.

Please Duplicate this page For each Scout Family
MERIT BADGES FOR RETURNING SCOUTS
(Must be at least a second year camper)

**Archery:** Not available to 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)

**Camping:** Not Available to first year Scout Campers. Need to complete requirement 8a & 8c before camp. Will be attending an overnight on Wednesday. Must have a backpack for the overnight. A tent would be helpful.

**Canoeing:** Not available to first year Scout Campers. Must be a Swimmer. Bring shoes that can get wet for swamping.

**Environmental Science:** Not available to first year campers. 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.

**Fish and Wildlife Management:** Not available to first year Scout Campers. Offered 1995 ONLY.

**Forestry:** Not available to first year Scout campers. Offered 1996 ONLY.

**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.

**Orienteering:** Not available to 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.

**Rifle Shooting:** Recommended for older Scout Campers only. Not available to first year Scout Campers. (Meets for a double period).

**Small-boat Sailing:** Not available to first year Scout Campers. Must have Swimming MB and either Rowing MB or Canoeing MB. Class size limited by the number of sailboats available.

**Soil & Water Conservation:** Not available to first year Scout campers. Offered 1997 ONLY.

Please Duplicate this page for each SCOUT FAMILY 14
**MERIT BADGES FOR OLDER SCOUTS**
(Must be at least a third or fourth year camper)

**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. **Offered in 1997 ONLY.**

**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. **Offered in 1996 ONLY.**

**Astronomy:** Available to Scouts 13 years old or older. Some night classes will be required including an overnight. **Offered in 1995 ONLY.**

**Nature:** Available to Scouts 13 years old or older. Completion of Environmental Science helpful. Should start on requirement #4 before camp. **Offered in 1996 ONLY.**

**Firemanship:** Available to Scouts 13 years old or older who have already earned at least two other merit badges in the Scoutcraft area. **Offered in 1995 and 1187 ONLY.**

**Oceanography:** Available to Scouts 13 years old or older. Completion of Environmental Science helpful. **Offered in 1997 ONLY.**

**Geology:** Available to Scouts 13 years old or older. Completion of Environmental Science helpful. **Offered in 1995 ONLY.**

**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.

**Graphic Arts:** 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. Complete Requirement #7 before camp. **Offered in 1995 ONLY.**

**Space Exploration:** Available to Scouts 13 years old or older. Completion of Environmental Science helpful. Purchase of some materials required. **Offered in 1997 ONLY.**

**Model Design and Building:** 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 #4; you may want to bring your own.

**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 prerequisites and sign up. **Offered in 1996 ONLY.**

**Weather:** Available to Scouts 13 years old or older. Completion of Environmental Science helpful. **Offered in 1996 ONLY.**

Please Duplicate this page for each SCOUT FAMILY
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.

**Astronomy:** By appointment only in 1986 & 1997. Requirements before you come to camp #2 and 3. Recommended for older Scouts only.

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

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

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

**Fish & Wildlife Management:** By appointment only in 1996 & 1997. Recommended for older Scouts only.

**Forestry:** By appointment only in 1985 and 1997. Recommended for older Scouts only.

**Geology:** By appointment only in 1996 & 1997. Recommended for older Scouts only. Requires extensive pre-camp work.

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

**Insect Study:** By appointment only. Need to complete requirements 3 & 7 before camp. Recommended for older Scouts only.

**Nature:** By appointment only in 1985 and 1997. Requires extensive pre-camp work. Recommended for older Scouts only.

**Oceanography:** By appointment only in 1995 and 1996. Recommended for older Scouts only.

**Personal Fitness:** By appointment only. Need to complete 5 & 6 before camp. Recommended for older Scouts only.

**Reptile and Amphibian Study:** By appointment only. Requires extensive pre-camp work. Need to complete requirement #8 before camp. Recommended for older Scouts only.

**Soil & Water Conservation:** By appointment only in 1995 and 1996. Recommended for older Scouts only.

**Weather:** By appointment only in 1985 and 1997. Recommended for older Scouts only.

*Please Duplicate this page for each SCOUT FAMILY*
## Camp William Hinds - 1995 - Advancement Schedule

<table>
<thead>
<tr>
<th>FIRST ACTIVITY PERIOD</th>
<th>AQUATICS</th>
<th>CRAFTSHOP</th>
<th>NATURE-CONS.</th>
<th>SCOUTCRAFT</th>
<th>SHOOTING SPORTS</th>
<th>SCOUT SKILLS</th>
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<tbody>
<tr>
<td>MON 8:30-9:20</td>
<td>Canoeing MB</td>
<td>Basketry MB</td>
<td>*Environmental Science MB (&quot;=Double period Period 1 &amp; 3)</td>
<td>Camping MB</td>
<td>*Shotgun MB (&quot;=Double period Period 1 &amp; 3)</td>
<td>Basic Scout Skills</td>
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<td>TUE 6:45-10:35</td>
<td>Lifesaving MB</td>
<td>Graphic Arts MB</td>
<td>*Environmental Science MB (&quot;=Double period Period 1 &amp; 2)</td>
<td>Firemanship MB</td>
<td>Athletics MB</td>
<td>Tenderfoot, Second Class, &amp; First Class Requirements</td>
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<td>WED 8:30-9:20</td>
<td>Motorboating MB</td>
<td>Leatherwork MB</td>
<td>**Environmental Science MB</td>
<td>Wilderness MB</td>
<td>Puffle Shooting (&quot;=Double period Period 1 &amp; 2)</td>
<td>First Aid MB</td>
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<td>THUR No Class</td>
<td>Rowing MB</td>
<td>Woodcarving MB</td>
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<td>Survival MB</td>
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<td>FRI 8:30-9:20</td>
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<td>Camping MB</td>
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<td>MON 10:30-11:20</td>
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<td>Graphic Arts MB</td>
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<td>OTHER</td>
<td>Mile Swim 4 PM</td>
<td>Fingerprinting MB</td>
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<td>Fishing MB - Men</td>
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<td>Basic CPR (Not certification)</td>
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<td>Mon thru Thurs</td>
<td>7:00-9:00 PM</td>
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<td>7:00-8:45 PM in Council Ring</td>
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<td>Class Mon 1:15 or 4:30 Rec Hall</td>
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<td></td>
<td>B.S.A. Lifeguard</td>
<td>Monday at craftshop</td>
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<td>Practiced by appointment w/Health Officer</td>
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### BY APPOINTMENT BADGES - FOR OLDER SCOUTS

- **ADULTS:** Safe Swim & Safety Afloat Mon 4:00 PM
- **INDIAN LORÉ MB**
- **S.T. & WATER CONS.**
  - Forestry MB
  - Botany MB
  - Oceanography MB
  - Insect Study MB
  - Nature MB
  - Reptile & Amph MB
  - Weather MB
- **PERSONAL FITNESS MB**
- **BUGLING MB**

Speciality Merit Badges offered to Scouts 13 or older will be announced at Breakfast on Monday.
## Camp William Hinds - 1996 - Advancement Schedule

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<th>SCOUT CRAFT</th>
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<tbody>
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<td>Canoeing MB</td>
<td>Fishing MB</td>
<td>Ice Fishing MB</td>
<td>Casting MB</td>
<td>Fencing MB</td>
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<td>M/W 8:30 - 9:30</td>
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## Camp William Hinds - 1997 - Advancement Schedule

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<th>FIRST ACTIVITY PERIOD</th>
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CAMP HINDS 95-97 DAILY SCHEDULE

SUNDAY:
12:30 Scoutmaster & S.P.L.'s planning meeting at E-B Range
2:00 Cudigan Gate opens. The gate will be locked until 200 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
3:45 Formal Retreat and Waltzer's call (5:40)
6:00 Dinner
6:45 (approx) Waterfront orientation
7:15 Troop Time
8:15 Welcome Campfire (Your campsite guide will come and get your troop)
9:15 Call to Quarters (All Scouts in their own campsite)
9:25 Tattoo (All Scouts in bed)
9:30 Taps (All Scouts - lights out and quiet)
9:50 Adult Cracker Barrel in Dining Hall

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

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<thead>
<tr>
<th>1st Period</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<tr>
<td>8:30-9:20</td>
<td>8:45-9:35</td>
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<td>8:30-9:20</td>
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<td>8:30-9:20</td>
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11:30-12:15 General Swim - Open Boating (Except Tuesday) - Adult leaders needed for lifeguards - Please help
12:00 S.P.L. Meeting behind the Rec Hall
12:10 Walter's Call
12:25 Mess Call
12:30 Lunch (Cookout Wednesday)
1:30 Campwide Good Turn
2:15-3:00 Troop Rotation Period
3:15-3:55 Troop Rotation Period
4:00-4:50 Activity Period & Open Areas
5:00 (Staff & Leader Swim)
5:45 Formal Retreat & Waltzer's Call (5:40)
6:00 Dinner (Family Barbecue Friday)
6:50-8:30 Evening Activity Period
9:00 Call to Quarters (All Scouts in their campsites)
9:25 Tattoo (All Scouts in bed)
9:30 Taps (All Scouts - lights out and quiet)

FRIDAY
5:45 PM Formal Retreat
6:00 Family Barbecue
7:00 Campsite Check-out Inspection
8:15 Campfire & Closing Ceremonies

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

Please Duplicate this page for each SCOUT FAMILY
# Camp William Hinds 1995-97 Daily Activity Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<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>
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<td>9:30-10:20</td>
<td>Merit Badge 2</td>
<td>Merit Badge 1 Project Period</td>
<td>Merit Badge 2</td>
<td>Merit Badge 3</td>
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<td>10:30-11:20</td>
<td>Merit Badge 3</td>
<td>10:45-11:35 Merit Badge 3</td>
<td>Merit Badge 3 Project Period</td>
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<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>11:30-12:15</td>
<td>Cooking Mr. Cookout</td>
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<td>12:00</td>
<td>SPL Meeting</td>
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<td>12:15</td>
<td>Waiter's Call</td>
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<tr>
<td>12:30</td>
<td>Lunch</td>
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<tr>
<td>1:00</td>
<td>Siesta (Staff Swim)</td>
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<td>2:15-3:00</td>
<td>Troop Photos (Tues)</td>
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<td>3:00-3:50</td>
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<td>6:00</td>
<td>Dinner</td>
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<td>6:50-8:30</td>
<td>Fishing Mr. Fingerprinting Mr. Lam Mr. Black Powder Demo</td>
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<tr>
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**Troop Time to Pack-Up, Clean-Up and To Prepare For Campwide Event**

**Campwide Event**

**Family B-B-Q**

**Campfire & Closing Ceremony**
TROOP AND INDIVIDUAL ACTIVITIES

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 boating area will also be open during the 4:00 to 4:50 activity period.

4PM TROOP SWIMS:
The 4PM swim will be troop swims. Each troop will be responsible to supply a Safe Swim Defense trained 21 year old and lifeguards for each area they wish to use at a ratio of 1 to 10. Lifeguards may be rotated or shared between troops. As usual, leaders are welcome at staff swims.

FISHING:
Scouts may go fishing with a buddy during open areas. Favorite spots include Tenney Point and the river side of Chipmunk point. Scouts may fish from rowboats during scheduled boating periods. Fishing is not allowed in the swimming area, 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 troop swims or 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: Boating, Fishing, Craftshop, Rifle range, and Archery range.

EXTRA HELP:(Mon thru Thurs 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. All counselors should be available since they are no longer required to lifeguard at 4PM. The 4PM swims are now troop swims.

EVENING ACTIVITIES:
SPECIAL ACTIVITIES:
Some activities are scheduled for certain groups such as Fishing Merit Badge and Fingerprinting Merit Badge on Monday evening. Scouts planning to take these sessions must sign-up for them on their Advancement Registration form.

OPEN AREAS: (6:30-8:30 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 3 meals 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 in the Leader's section of this manual. 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 Leaders” 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 swims (no earlier than 6:45 AM). Troops need to supply adult leadership and lifeguards.

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

Tatin Chip
Wood tools safety, through Basic Scout Skills area.

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

World Conservation Award:
Through Nature-Conservation Director.

Basic C.P.R. Course:
Sign-up is required. Pre-register by mail on the Advancement Registration Form. This 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 by appointment with the health officer. This is NOT CPR certification. A certified course will be offered to Scouts taking BSA Lifeguard at a time and place to be announced. 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.

Fingerprinting Merit Badge:
The Westbrook law enforcement explorer post will also offer Fingerprinting Merit Badge on Monday evening in the Craftshop.
**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.

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**PROGRAMS FOR OLDER SCOUTS**

**BSA Lifeguard**
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 recommends that a BSA Lifeguard (or equivalent) be present at all troop or pack swimming, canoeing, or other aquatic events. Camp Hinds will be offering this intense program for older Scouts and adults each week. The program runs all day. Scouts taking BSA Lifeguard should not plan on taking any other badges or being involved in troop activities other than meals. Prerequisites needed for B.S.A. Lifeguard include: Swimming, Lifesaving, Rowing, Canoeing, and First Aid Merit Badges. Adults must be able to demonstrate that they have those same skills. Adults wishing to participate in this program must pay the full camper fee.

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**JUNIOR LEADER TRAINING:**
The Junior Leader Training Conference is a six, seven day outdoor experience for youth leaders offered by the Training Committee of the Pine Tree Council. The conference is designed to better prepare you to serve as a troop officer in your unit.

The training conference has three aims. The first is to relate your job in your troop or patrol to the 11 skills of leadership. The second is to provide you with a varied experience in advanced Scoutcraft skills that can be shared with your troop. And the third is to give you an opportunity to meet other junior leaders from other troops to exchange ideas and experiences.

As a participant, the majority of your week will be spent in training sessions learning leadership skills. Although you will have some free time, do not expect to work on merit badges.

To participate a Scout should be either JASM, SPL, ASPL, PL, or APL. The participant must be First Class and at least 13 years of age prior to September. In 1995, the JLT will be held week 7 and will cost $100.00.

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**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.
PATHFINDER 1995:
Two weeks for the price of one!
Pathfinders will be available to Scouts who will be 14 years old by July 1st. These Scouts will form a patrol of eight Scouts and work with a camp guide. Your guide will be a seasoned Camp Hinds Staff member who will explain and show you what it takes to be a camp staff member.
There is no better way to get a behind the scenes look at how a camp runs and operates that to become a member of the team! Pathfinders is a new program designed for Scouts who would like that opportunity. Sign on for this two-week program that will allow you the chance to earn merit badges that will benefit your own advancement, but also learn and participate in the different areas that our camp has to offer. Pathfinders gives you the chance to have fun and learn more about future job possibilities with Camp Hinds.
Your mornings will be dedicated to merit badge classes (2 periods) and helping in one of our program areas (1 period). In the afternoon and evenings, Pathfinders will explore camp and learn a different specialty of each program area. You will have the opportunity to assist an area director in two different areas each week.
Learn to build a council fire, work on campfire preparation, perform a lost bather drill, help with retreat, help serve on a conservation project, and help a young Scout learn some of his basic Scouting skills. This program is designed to help you experience camp as a junior staff member and further your own personal Scout Advancement in a supportive environment.

1995:
Pathfinders will be offered July 9 thru 22 (including the weekend). This is a 13-day program. Only 8 Scouts will be accepted into this program in 1995. Spaces will be assigned on a first-come first-serve basis when payment in full is received at the Council Service Center. The fee for 1995 will be $185.00.

1996 & 1997
If the program is successful in 1995, we expect to offer 4 two-week sessions in 1996 and 1997.

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

SILVER BORDER ADVANCEMENT CAMP:
During the 7th week of camp a special Silver Border Advancement Camp will be held. Open only to Scouts who are First Class, Star, or Life, and who are at least 13 years old as of June 1st, this is an intensive advancement program with most Eagle required (silver border) badges offered: Camping, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, Emergency Preparedness, Environmental Science, First Aid, Lifesaving, Personal Fitness, Personal Management, Safety, and Swimming.
In order to be eligible to take these badges, a Scout MUST be enrolled in the Advancement Camp Provisional Troop. Scouts should be aware that most of these badges require preparation before camp.
Not only will you have the opportunity to earn merit badges, you'll learn about service projects, boards of review, and leadership skills.
The regular camp merit badges and troop programming will NOT be offered to Advancement Camp Scouts. Scout who come to camp with their own troop must select merit badges in the regular camp program.
CAMP HINDS - SILVER BORDER ADVANCEMENT CAMP

TIME ACTIVITY
SUNDAY
2:00 Front Gate opens. The gate will be locked until 2:00.
2:00 Check-in, Medical re-check, Swim classification
5:45 Formal Retreat and waiter's call
6:00 Dinner
8:15 Welcome Campfire
9:30 Troop Meeting & Informational Session
10:15 Taps

MONDAY-FRIDAY
7:00 Reveille
7:10 Waiter's Call
7:30 Breakfast
8:00 Troop site clean-up
8:30-9:20 Swimming MB, Lifesaving MB, Advancement Seminar - Council Ring
Citizenship in Community MB - Rec Hall
Environmental Science (Double period)
Camping MB
First Aid MB
Advancement Seminar - Council Ring
9:30-10:20 Swimming MB, Lifesaving MB, Advancement Seminar - Council Ring
Citizenship in the World - Rec Hall
Environmental Science (Double period)
Camping MB
First Aid MB
Safety MB - Rec Hall
Advancement Seminar - Council Ring
10:30-11:20 Swimming MB, First Aid MB, Advancement Seminar - Council Ring
Camping MB
Environmental Science (Double period)
Safety MB - Rec Hall
Advancement Seminar - Council Ring
11:30-12:15 General Swim & Open Boating
12:10 Waiter's Call
12:30 Lunch
Siesta
2:15-3:00 Fifth Advancement Period
Emergency Preparedness - Tarp Behind Rec Hall
Personal Fitness MB - Rec Hall
Advancement Seminar - Council Ring
3:10-3:55 Fifth Advancement Period
Communications - Tarps behind Rec Hall
Personal Management MB - Rec Hall
Advancement Seminar - Council Ring
4:00-4:50 Troop Swim
5:00 (Staff Swim)
5:45 Formal Retreat
6:00 Dinner
6:50-dusk Evening Advancement Period (Mon-Thurs)
Citizenship in the Nation (6:50-9:00) - Rec Hall
Open Areas
9:15 Troop meeting (Mon-Thurs)
10:00 Taps

FRIDAY EVENING
5:45 Formal Retreat
6:00 Family Chicken B-B-Q
8:15 Campfire & Closing Ceremony
9:15 Troop meeting for Advancement paperwork

Please Duplicate this page for each SCOUT FAMILY
ROTATION PERIOD ACTIVITIES FOR SCOUTS OVER 14

The Camp Hinds program includes 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 Sunday evening directly after the waterfront orientation. 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.

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.

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) BLACK POWDER:
Learn how the pioneers used their muzzle loading rifles for hunting and protection.
LENGTH: This program will be conducted on Monday evening from 7:00 to 8:30 PM at the Rifle Range.
REQUIREMENTS/LIMITATIONS: Participation is limited to 12 Scouts 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.

Please duplicate this page for each Scout family.
5) Mountain Biking:
Ride the hills & valleys of a lesser known corner of camp as you explore our new mountain biking course.
LENGTH: One or two troop rotation periods.
REQUIREMENTS / LIMITATIONS: Number of participants limited by the number of available mountain bikes.

6) 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.

7) CANOE TRIP:
Explore Panther Pond or the Tenny 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.

8) 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.

9) Intro to Photography:
Learn how to use a 35 mm camera, frame and take that perfect picture, and finally develop your film.
LENGTH: From 2 PM to 5 PM
REQUIREMENTS / LIMITATIONS: Projected Cost: $5.00 for film and chemicals. Please bring your own 35 mm camera.

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. Participation will be limited by gear available.
<table>
<thead>
<tr>
<th>FIRST PERIOD</th>
<th>FOR RETURNING SCOUTS</th>
<th>OLDER SCOUTS ONLY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Athletics MB</td>
<td>Canoeing MB</td>
<td>Astronomy MB</td>
</tr>
<tr>
<td>Basketry MB</td>
<td>Environmental Science MB</td>
<td>Firemanship MB</td>
</tr>
<tr>
<td>First Aid MB</td>
<td>Lifesaving MB</td>
<td>Graphic Arts MB</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>Environmental Science MB</td>
<td>Motorboating MB</td>
</tr>
<tr>
<td>Mammal Study MB</td>
<td>Rifle Shooting MB</td>
<td>Shotgun Shooting MB</td>
</tr>
<tr>
<td>Rowing MB</td>
<td>(Double Period 1&amp;2)</td>
<td>(Double Period 1&amp;2)</td>
</tr>
<tr>
<td>Swimming MB</td>
<td></td>
<td>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Wilderness Survival MB</td>
<td>Snorkeling BSA</td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td></td>
<td>(complete session choices on the back of this form)</td>
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</table>

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<thead>
<tr>
<th>SECOND PERIOD:</th>
<th>FOR RETURNING SCOUTS</th>
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<tbody>
<tr>
<td>Basketry MB</td>
<td>Archery MB</td>
<td>Geology MB</td>
</tr>
<tr>
<td>Cooking MB</td>
<td>(Double Period 2&amp;3)</td>
<td>Graphic Arts 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>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Pioneering MB</td>
<td>Environmental Science MB</td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Rowing MB</td>
<td>(Double Period 1&amp;2)</td>
<td>(complete session choices on the back of this form)</td>
</tr>
<tr>
<td>Swimming MB</td>
<td>Lifesaving MB</td>
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<tr>
<td>Wilderness Survival MB</td>
<td>Rifle Shooting MB</td>
<td></td>
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<tr>
<td>Woodcarving MB</td>
<td>(Double Period 1&amp;2)</td>
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<tr>
<td></td>
<td>Small-Boat Sailing MB</td>
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</tbody>
</table>

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<thead>
<tr>
<th>THIRD PERIOD:</th>
<th>FOR RETURNING SCOUTS</th>
<th>OLDER SCOUTS ONLY</th>
</tr>
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<tbody>
<tr>
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<td>Archery MB</td>
<td>Graphic Arts 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>Canoeing MB</td>
<td>(Double Period 1&amp;2)</td>
</tr>
<tr>
<td>Leatherwork MB</td>
<td>Environmental Science MB</td>
<td>Water Skiing MB</td>
</tr>
<tr>
<td>Mammal Study MB</td>
<td>(Double Period 2&amp;3)</td>
<td>FIRST YEAR SCOUTS</td>
</tr>
<tr>
<td>Rowing MB</td>
<td></td>
<td>Basic Scout Skills</td>
</tr>
<tr>
<td>Swimming Instructions Fish &amp; Wildlife MB</td>
<td></td>
<td>(complete session choices on the back of this form)</td>
</tr>
<tr>
<td>Woodcarving MB</td>
<td>Orienteering MB</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Small-Boat Sailing MB</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>OTHER SESSIONS:</th>
<th>Scouts taking First Aid MB or Lifesaving MB must sign-up for CPR</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSA Lifeguard - All day - Everyday</td>
<td></td>
</tr>
<tr>
<td>Basic CPR * (not certification) Mon 1:15-2:15 or 4:00-5:00 &amp; Appointment</td>
<td></td>
</tr>
<tr>
<td>Mile Swim - Mon thru Thurs 4:00 PM</td>
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<tr>
<td>Fishing MB - Monday 7:00-9:45 PM</td>
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<tr>
<td>Fingerprinting Merit Badge - Monday 7:00-9:00 PM</td>
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</tr>
<tr>
<td>Law Merit Badge - Monday 7:00-9:00 PM</td>
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</tbody>
</table>

This is to certify that I personally counselled the above named Scout, and I certify that he understands and meets the prerequisite as described on pages 11 thru 16 of the "1995-97 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.
# 1995 Basic Scout Skills Sign-Up

Please complete the other information and circle "Basic Scout Skills" on the front side of this form.

<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
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</tbody>
</table>

To ensure 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)  
- **T:8** - Buddy System  
- **S:6** - Safe swim  
- **T:5** - Fold American Flag  
- **S:3** - Flag ceremony  
- **T:4** - Rules for safe hiking  
- **S:1a** - Map & compass  
- **F:1** - Directions without a compass  
- **S:2b** - Woods tools/ Totin' Chip  
- **Session A:**  
- **Session B:**  
- **Session C:**  
- **Session F:** - Orienteering course

### Tuesday: (8:45-10:35)  
- **Session F:** - Orienteering course  
- **Session G:** - Service project

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

### Friday: (8:30-9:20)  
- **Session J:** - Firebuilding  
- **Session K:** - First Aid/CPR

## Period 2
### Monday: (9:30-10:20)  
- **Session A:**  
- **Session B:**  
- **Session C:**  
- **Session F:** - Orienteering course

### Wednesday: (9:30-11:20)  
- **Session G:** - Service project

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

### Friday: (9:30-10:20)  
- **Session J:** - Firebuilding  
- **Session K:** - First Aid/CPR

## Period 3
### Monday: (10:30-11:20)  
- **Session A:**  
- **Session B:**  
- **Session C:**  
- **Session F:** - Orienteering course

### Tuesday: (10:45-11:35)  
- **Session D:** - Poisonous plants  
- **S:5** - 10 wild animals  
- **F:6** - Identify 10 plants

### Thursday: (9:30-11:20)  
- **Session F:** - Service project

### Friday: (10:30-11:20)  
- **Session J:** - Firebuilding  
- **Session K:** - First Aid/CPR

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*Please duplicate this page for each Scout.*
CAMP WM HINDS BSA
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 Area 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:
Troops will be required to supply a trained 21 year old adult and lifeguards for the 4 PM swims and for polar bear swims. 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 camproom.

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 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.
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 applies to youth and adults alike and 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 campsites are a courteous one. Roviness and excessive noise after Taps and before Reveille will not be permitted. Scouts should be directed to sleep with their heads on opposite ends of the tent. This is a health & safety requirement.

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

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

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

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

Please Duplicate this page for each Adult Leader attending summer camp
Troop Good Turns are done each day directly after the noon-meal. They should take no longer than 15 minutes. They are:

<table>
<thead>
<tr>
<th>KITCHEN &amp; POINT: Pick up papers, etc. All around the Dining Hall and Chipmunk Point. Dump 5 gallon buckets in dumpster.</th>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baden Powell</td>
<td>Pershing</td>
<td>Brownsea</td>
<td>Siple</td>
<td>Dan Beard</td>
<td></td>
</tr>
</tbody>
</table>

| TRIANGLE & COUNCIL RING: Pick up paper from Dining Hall to Blockhouse to Recreation Hall and back to Dining Hall. | | | | | |
| Wilderness | Ridgway | Byrd | MacMillan | Tenny |

| CRAFTSHOP: Pick up the area of all litter. Empty 5 gallon buckets in dumpster. | | | | | |
| Brownsea | Bailey | Dan Beard | Byrd | Maguire |

| HEALTH LODGE & LATRINE BEHIND IT: Clean latrine and do whatever the Health Officer needs done at the Health Lodge. | | | | | |
| Byrd | MacMillan | Tenny | West | Patrick |

| WATERFRONT & PARADE GROUNDS: Pick up papers and lost and found items in the area. Empty 5 gallon buckets in dumpster. | | | | | |
| Dan Beard | West | Maguire | Baden Powell | Pershing |

| RECREATION HALL & TRADING POST: Pick up papers, etc around the outside of these building. Empty 5 gallon buckets in dumpster. | | | | | |
| Tenny | Siple | Patrick | Wilderness | Ridgway |

| CAMPER SHOWER HOUSE Pick up papers, etc outside and inside. Sweep out shower building. Empty 5 gallon buckets in dumpster. | | | | | |
| Maguire | Baden Powell | Pershing | Brownsea | Siple |

| CAMP ROAD: Pick up litter on both sides of the road from the blockhouse to the archery range. | | | | | |
| Patrick | Wilderness | Ridgway | Bailey | MacMillan |
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. After the campfire on Sunday, troops will be given a computer generated master list of where all Scouts are scheduled to be. Use this list to keep track of attendance.

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 Camproom Manager (Quartermaster) or his representative at the following times:
Sunday: 4:00-5:00 PM and 7:30-8:30 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 locate 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 in hearing from you.

CRACKER-BARREL:
There will be a cracker-barrel (an informal get together) in the dining hall approximately 20 minutes after the Sunday night campfire. All adults in camp are invited to stop in and meet the other leaders who are in camp for the week. Please do not leave your site unsupervised.

ARE YOU BORED?
Much of the work done around camp is done by volunteers like you. In the past leaders have built tent platforms, latrines, a new terrarium fence, a new council ring gateway, and have re-shingled some of the camp buildings during their stay in camp. If you are looking for a project, please contact the Camp Director or Ranger. We'd love your help.
DINING HALL:
On Sunday afternoon, your troop will be assigned to tables in the dining hall. This assignment is made by the camp administration based on your troop roster. It is extremely important that your roster is accurate including the Troop leaders that will be in camp. Each boy will be assigned to each table, consisting of one adult from your Troop, one Camp Staff Member, and six Scouting Adults. We ask that you don't have more than one adult per table unless you have no 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 Hindy we use the Host and Staff 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 30 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 Adult Leaders 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.

SIGNING-UP for next year:
Pine Tree Council troops may begin to sign-up for the next season at the Camp Office beginning on the Sunday of the week that they are in camp - providing that they are signing-up for the same week next year as they are attending this year. Troops wishing to change weeks or those not attending Camp Hindy this year may sign-up for a campsite after the conclusion of the 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.
* Loans 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>Campsite</th>
<th>Minimum # people</th>
<th>Maximum # people</th>
<th>Patrol Sites</th>
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<td>16</td>
<td>32</td>
<td>4</td>
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<td>Bailey</td>
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<td>48</td>
<td>6</td>
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<td>Browne</td>
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<td>14</td>
<td>28</td>
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<td>4</td>
<td>16</td>
<td>2</td>
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<td>Hochfilien</td>
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<td>32</td>
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<td>Tenny</td>
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<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. The 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 camp 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 PA system.

Please Duplicate this page for each adult leader attending summer camp
CAMP KINDS RULES

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

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

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

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

4. RESPECT OUR NATURAL RESOURCES. Cut NO live trees. 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 unintended. 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. The purpose will be to distribute copies of this year’s Advancement Registration forms and Medical Forms, and to go over the major changes and highlights of this year’s Program. Troops are encouraged to have at least one leader at one of these meetings. These meetings will be held on:

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<thead>
<tr>
<th>Year</th>
<th>Date</th>
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<tr>
<td>1995</td>
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<td>1996</td>
<td>May 6th</td>
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PRE-CAMP MEETING:

Camp Scoutmasters and Senior Patrol Leaders are expected to attend the Pre-Camp meeting which will be held at 12:30 p.m. on each Sunday, prior to the 2:00 p.m. check-in. The adult who will have the primary responsibility for the troop in camp should attend, along with the camp S.P.L.; other adults may attend, but please, no other Scouts. This meeting will be held at the 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 "S.P.L.'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.

SIGN-UP FOR SENIOR SCOUT ACTIVITIES:

As indicated on pages 27 & 28 several activities are available in the afternoon for Scouts 14 years old or older. Sign-up for these activities will take place directly after the waterfront orientation.

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 29-30) 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 TWO full weeks prior to your arrival.

The Scoutmaster will receive a printed verification sheet for each Scout at the Scoutmaster's Planning meeting at 12:30 on Sunday. Please report any errors to the camp office by 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 eight to ten 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 tent 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 S.P.L. 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 37)

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.

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

Byrd, Ridgway, Dan Beard, West, Wilderness, Baden-Powell, and Patrick campsites should line-up between Pine Tree Cabin and the Rec Hall. MacMillan, Pershing, Siple, Brownsea, Bailey, Maguire, and Tenney campsites should line-up near Androscoggin Cabin. No one should line-up at the top of the hill east of the Friends of Hinds sign. When the command "Troops forward march" is given, troops should enter the parade ground parallel to the waterfront.

Please Duplicate this page for each ADULT LEADER attending summer camp
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 v/ 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
Returns
11:00-11:30 AM
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 (scurrying 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
Buffalo, Cheese, and Crackers
Granola bars
Bug juice and/or Milk

LUNCH C
Spreads & 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.
Eating gear and utensils
Flashlights
Foul weather gear
Backpacks & Canteens

As with any scouting activity, each unit must provide the required “two deep leadership” following BSA guidelines. If you have Scouts staying behind they also need two deep leadership. Team up with another troop may help with the required leadership.

Each trip is designed to start after the morning merit badge classes or after lunch and finish with your return in time for classes the next morning.

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.

Wet Friday:
The BBQ and campfire will be held out of doors whenever possible. Occasionally, it becomes necessary to hold them in the dining hall. To facilitate serving the BBQ, troops and their guests are asked to report at the following times for the BBQ:

6:41 Patrick 6:47 Pershing 6:52 Ridgway 6:58 Siple 7:01 Tenny 7:05 West 7:10 Wilderness

This will let you avoid standing in a long line in the rain. After everyone has eaten, the dining hall will be cleared so we can set up for the campfire. Please wait in your campsite until you hear the bugle call.
# A Guide to the Scoutmaster's Day

<table>
<thead>
<tr>
<th>SUNDAY</th>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNES</th>
<th>THURS</th>
<th>FRIDAY</th>
<th>SAT</th>
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<td>Be ready for site guides to pick you up for Campfire</td>
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**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 updated and ready to go.
_______ Counsel your Scouts for their advancement/merit badge program.
("Advancement Registration Form" 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 TWO full weeks prior.
_______ Photocopies of all Health & Medical Forms are mailed to camp to arrive at least TWO full weeks prior to your arrival. Please DO NOT send originals. PLEASE NOTE: Forms are to be mailed to:
   Camp Hinds  149 Plains Road  Raymond, Maine 04071
   DO NOT SEND ANY FORMS TO THE COUNCIL OFFICE.
_______ Two copies of Roster of Leaders and Scouts by Patrol. Bring one copy to the 12:30 planning meeting.

Emergency funds.

WHAT YOUR TROOP SHOULD BRING TO CAMP

**Troop Gear:**
- Pots and Pans, Dutch Oven, Chef Kit
- Troop Flags, Patrol Flags.
- Dependable alarm clock
- Brooms
- Photocopies of all Medical forms

**Optional Troop Gear:**
- Lanterns (Liquid fuels and propane must be stored by the Camp Ranger)
- Wood tools, spade.
- Equipment for outpost program (See page 42)
- Paper/plastic plates, cups, utensils
- Wheelbarrow or garden cart
- Sports equipment (softball, volleyball, soccer ball, etc.)

For a list of personal gear please see page 5.

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
TROOP ROSTER SHEET

Please PRINT or TYPE

Troop: ___________________ Community: ___________________

Campsite: ___________________ Week: __________

Council Name: ___________________ Council number: __________

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)

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

BOY LEADERS (Those not listed with a patrol):

SPL __________ | 4
2 __________ | 5
3 __________ | 6

PATROL NAME:
1 __________ | 5
2 __________ | 6
3 __________ | 7
4 __________ | 8

PATROL NAME:
1 __________ | 5
2 __________ | 6
3 __________ | 7
4 __________ | 8

[Logo]
CAMP WM HINDS BSA

PATROL LEADERS COUNCIL INFORMATION

THE SPL’S JOB:
As Senior Patrol Leader, it is your responsibility to meet with your Patrol Leader’s Council and make some decisions about your summer camp program prior to coming to camp. These pages have been designed to help you with that task. You do not need to schedule times for any activities, you only need to decide which activities you wish to do. Please bring these pages with you to the Pre-camp planning meeting which is held at the B.B. Range 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, a canoe trip, an out of camp hike, troop boating, a service project, a conservation project, or a fishing trip (by foot or boat).

ROTATION SUGGESTIONS:
Below is a short list of possible program ideas that you may select for your troop rotation periods. Rather than provide a lengthy list, we feel that we can do a better job if we specialize in 5 or 6 activities in each area each year.

AQUATICS IDEAS:

Basic Rescue Skills - Learn and practice reaching rescues using such things as arms, legs, braches, towels, poles and paddles. Also practice using items that can be thrown such as lines, ring buoys, and free floating supports. Experiment using rowboats and canoes in making rescues.
**Instructional Swim** - Get swimming lessons from our fine staff and improve your strokes such as the sidestroke, elementary backstroke, trudgen, crawl, and breast stroke. Also get help with floating, treading water, or surface diving.

**Safe Swim** - Receive instruction & practice on running your own troop swims in a primitive setting. Get up the area, post lifeguards, and run a safe swim without docks, lemon lines, and buddy boards etc. Will be held at safe swim area at Tenny Point after initial introduction at waterfront.

**Troop Swim** - Get wet and enjoy the water.

**Water Games** - Play water polo, water basketball, water volleyball, or water tag. The specific game you play will be picked when you arrive.

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**Craftshop Ideas:**

**Craftstrip Projects** - Craftstrip has been a popular craft with Boy Scouts since its introduction at the Third World Jamboree in 1929. Your troop will have a chance to work with craftstrip (gimp). Make a lanyard, neckerchief slide, bracelets and more. Learn how to do lacing, make a round braid or a spiral braid for your own project.

**Leather Projects** - Use some of our patterns or design your own to make some useful leather projects. Learn how to punch, lace and stitch leather, tooling techniques and more!

**Patrol Flags** - What a great way to show some patrol spirit! Using our materials, design and make your own patrol flags. Use them during your week at camp to let everyone know how proud you are of your patrol and troop!

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**Silk-screen Printing** - This is a great opportunity to design and make a troop or patrol t-shirt. You provide the t-shirts and an idea for a design and we will show you how to silkscreen them yourselves.

**Woodburning** - Show off your artistic ability using our woodburning tools. Try your hand at burning a design into a piece of leather or wood for a great camp keepsake.

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**Scoutcraft Ideas:**

**Blindfolded Tent Pitching** - Every good Scout knows how to pitch a tent. But, could you do it blindfolded? Try this for some great patrol competitions! All Scouts will be blindfolded and have to pitch a tent following the directions of the patrol leader who can see but not help.

**Cooking Demonstrations** - Would you like to learn some new cooking techniques and recipes? Then this is for you! Our staff will be prepared to show you new ideas in dutch ovens, utensilees cooking, hobo ovens, charcoal and more!

**Pancake Flipping** - How fast can your patrol build a fire, prepare and cook a pancake, flip your pancake over a string and devour it? So you think you can beat the other patrols in your troop, but is your pancake edible?
Fire building— Can you build a fire without matches? This is your chance to learn how! New and old Scouts can brush up on their fire building skills and earn their Fireman Chit.

Rope Making— Learn how to make rope using bailing twine. By working together Scouts will be able to make a length of rope with the help of a rope making machine.

NATURE AREA IDEAS:

Conservation projects— Camp Hinds would greatly benefit from troop conservation projects! Our staff will have ideas and projects ranging from bat houses to help control the mosquitos in camp to trail upkeep and more. Come prepared with a good attitude to help improve our camp!

Edible plants— Could you make a meal entirely from wild plants and still enjoy the taste? Take a hike with our nature staff and see what is really out there for you to work with. Bon Appetite!

Nature Games— Follow a trail using only your sense of smell? Could you do it? Or compete in a scavenger hunt pitting patrols against each other. Maybe do a blindfolded walk or other activities involving nature and your senses.

Weather Instruments

Construction — Could you build a barometer or a wind vane that really works? Our staff will work with you in constructing different weather machines like a hygrometer, anemometer, or a rain gauge. Learn about how to predict weather in Maine using these simple instruments!

Swamp Romp— Back by popular demand, we will still be doing our famous swamp romps. Be prepared to forge through the swampy areas of camp and maybe even learn something about aquatic wildlife while you're there! (Beginners and swimmers only) Be prepared with clothing and sneakers that can get wet and muddy.

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.)

LOOKING AHEAD:

The following are the 1996 & 1997 Troop Rotation Choices.

96-97 Craftshop Choices

<table>
<thead>
<tr>
<th>1996</th>
<th>1997</th>
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</thead>
<tbody>
<tr>
<td>Basketry Projects</td>
<td>Craftsmanship Projects</td>
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<tr>
<td>Plaster Casting</td>
<td>Woodcarving Projects</td>
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<tr>
<td>Nature Crafts</td>
<td>Indian Crafts</td>
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<tr>
<td>Leather Projects</td>
<td>Leather Projects</td>
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<tr>
<td>Patrol Flags</td>
<td>Patrol Flags</td>
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96-97 Scoutcraft Choices

<table>
<thead>
<tr>
<th>1996</th>
<th>1997</th>
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<tbody>
<tr>
<td>Basic Orienteering</td>
<td>Map &amp; Compass Treasure Hunt</td>
</tr>
<tr>
<td>Bread &amp; Biscuits</td>
<td>Backwoods cooking</td>
</tr>
<tr>
<td>Shelter Building</td>
<td>Measuring height &amp; Distance</td>
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<tr>
<td>Low Impact Camping</td>
<td>Camp Gadgets</td>
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<tr>
<td>Lashings</td>
<td>Spices</td>
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96-97 Nature Choices

<table>
<thead>
<tr>
<th>1996</th>
<th>1997</th>
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<tbody>
<tr>
<td>Swamp Romp</td>
<td>Swamp Romp</td>
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<tr>
<td>Forestry Project</td>
<td>Wildlife Habitat Improvement</td>
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<tr>
<td>Nature Games 2</td>
<td>Nature Games 3</td>
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<tr>
<td>Bird feeder Construction</td>
<td>Making Trail Signs</td>
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<tr>
<td>Tracking &amp; Animal signs</td>
<td>Forestry Hike</td>
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</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>AREA</th>
<th>ACTIVITIES YOUR TROOP WANTS (Circle one in each box)</th>
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<tbody>
<tr>
<td>NATURE</td>
<td>Conservation Project  Swamp Romp  Edible Plants  Nature Games</td>
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<td>Weather Instrument Construction</td>
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<tr>
<td>AQUATICS</td>
<td>Basic Rescue Skills  Troop Swim  Instructional Swim  Water Games  Safe Swim</td>
</tr>
<tr>
<td>SCOUTCRAFT</td>
<td>Blindfold tent pitching  Fire Building  Pancake Flipping  Cooking Demonstration  Rope Making</td>
</tr>
<tr>
<td>CRAFTSHOP</td>
<td>Craftstrip Projects  Leather Projects  Patrol Flags  Woodburning  Silk-screen printing</td>
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<tr>
<td>ARCHERY</td>
<td>Orientation and Troop Shoot</td>
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<tr>
<td>RIFLE RANGE</td>
<td>Orientation and Troop Shoot</td>
</tr>
<tr>
<td>TROOP OR PATROL ACTIVITIES</td>
<td>Hike  Tug of war  Fishing  Basketball  Soccer  Softball  Volleyball  Ultimate frisby  Overnight hike  Canoe Trip  Troop boating  Service Project</td>
</tr>
</tbody>
</table>

Edible Plants  Forestry Projects  Making Trail Signs  Nature Games  Nature Hike  Onion Hunt  Scavenger Hunt  Swamp Romp (Beginners and Swimmers only requires old clothes/shoes that can get wet and muddy)  Trail improvement Project  Wildlife Habitat Improvement  Weather Instrument Construction  Scouting:

- 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
- Lashings
- Low Impact Camping
- Map & Compass Treasure Hunt
- Matchless fires
- Measuring Heights & Distances
- Menu Planning
- Basic Orienteering
- Pancake Flipping
- Rope Making
- Shelter Making
- Signaling
- Splices
- Survival Tricks
- Compass Course Game
- Fire 'n Chill (Fire building)
- First Aid Games
- Fitness Games
- Five Mile Hike
- Knot Relay
- Map Reading
- Obstacle Course
- Operation Rescue

Afternoon Activities:

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

Open Areas: (4:00-4:50)

Certain areas are automatically open and you don't need to schedule them - just show up. They are:
- Boating, Fishing, Craftshop, Rifle Range and Archery Range.

Nature-Conservation:
- Aquatic Ecology Study
- Bird Feeder Building
- Bird Identification Hike
- Conservation Projects

Please duplicate this page for each Junior Leader attending summer camp.
Stalking Games
Tent Pitching
Tottin' Chip (Knife, Axe, Saw)
Tracking Games
Trail First Aid
Firem'n Chit

**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

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

**Sports:**
Volleyball
Soccer
Basketball
Softball
Ultimate (frisbee)

**Aquatics:**
Safe Swims - Receive instruction & practice on running your own troop swims in a primitive setting. Set up the area, post lifeguards, and run a safe swim without docks, lemon lines, and buddy boards etc. Will be held at safe swim area at Tenny Point after initial introduction at waterfront.

Troop Swims - Swims at 4 PM are troop swims. If you wish to go swimming, your troop must sign-up. More than one troop may sign-up but each troop present will be required to supply a trained 21 year old adult and lifeguards for each area at a ratio of 1 to 10. Troops may share or rotate lifeguards.

**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.
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

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

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<tr>
<th>4 PM</th>
<th>ACTIVITIES YOUR TROOP WANTS</th>
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</table>
**EVENING ACTIVITIES:**

(6:30-8:30 or dusk)

Troop Activities may also be scheduled for the evenings on Tuesday, Wednesday, and Thursday but don't forget to schedule some free time.

**OPEN AREAS:** (6:30-8:30 or dusk)

Certain areas are automatically open and you don't need to schedule them - just show up. They are: Open boating, Craftshop, Rifle Range, and Archery Range.

**Nature-Conservation:**

Star Hike (after dark)

Anything listed under 4 PM.

**Scoutcraft:**

Anything listed under 4 PM.

**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.

<table>
<thead>
<tr>
<th>6:30 PM</th>
<th>ACTIVITIES YOUR TROOP WANTS</th>
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**CAMPWIDE EVENTS:**

We have a campwide event scheduled for two hours on Friday afternoon. As SPLP 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 SPLP'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.

Please Duplicate this page for each Junior Leader attending Summer Camp.
GIANT RELAY RACE - CAMP WIDE EVENT #1

All campsites MUST be on station at the designated time. The first 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 campsites 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 hitches, clove hitch, and tautline hitch. (Scouts need to provide their own rope) When finished he will hand the baton to...

Please Duplicate this page for each Junior Leader attending Summer Camp
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 four 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 points. 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 novices 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 Sandvitch
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 Scutmaster on F-dock.

Event 15 - SFL water polo game
(If time is available)
OLYMPICS - CAMP WIDE EVENT #3

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

HEAT A - CAMPSITES: Baden-Powell, Byrd, Maguire, Redway, West
HEAT B - CAMPSITES: Bailey, Dan Beard, Patrick, Sible, Wilderness
HEAT C - CAMPSITES: Brownsea, MacMillan, Pershing, Tenny

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

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

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

Event 1 - Rowboat race (Chipmunk point)
Two beginners or swimmers row down Tenny to staff boat and back to bridge and then to I-dock.

Event 2 - Canoe race (Chimpunk 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.

Please Duplicate this page
For each JUNIOR LEADER
attending summer camp.
SCOUT SKILLS COMPETITION - CAMP WIDE EVENT #4

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

Event #1 - Swimming (Waterfront)
A Scout swims from F-dock to end of finger demonstrating correct form for crawl, side, breast, and elementary backstroke. (7.5 points each stroke)

Event #2 - First Aid (Tarp behind Rec Hall)
Two Scouts render aid to an unconscious victim. (5 points off each mistake.)

Event #3 - Compass Course (Basic Scout Skills)
Two scouts follow a three point course, and are awarded points on accuracy.
(Each foot away from destination subtracts 1 point)

Event #4 - Lashing (Boone Pump House)
Two Scouts complete square, diagonal, tripod, and shear lashing. (7.5 points each correct lashing.)

Event #5 - Firebuilding (Cooking Area)
One Scout builds a fire to boil 6 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.

Please Duplicate this page for each Junior Leader attending Summer Camp.
TROOP INSPECTION SHEET

Troop: ___________________ Campsite: ___________________ Week: ________

Day: ___________________ Time: ________ Inspector: ___________________

Score

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

2. Health, Safety & Conservation:
   - (0-4) 1. Ground cover in place.
   - (0-4) 2. Clothes lines behind tents, away from trails & at least 6 feet high.
   - (0-4) 3. Two fire buckets filled with clean water at each tent or shelter. Site 55-gallon fire barrel filled with clean water. Fire equipment in place. Hoses coiled & properly stored. A "No Flames in Tents" sign posted near any troop supplied tents.
   - (0-4) 4. All liquid fuel and unattached propane cylinders stored in the camp's flammable liquid locker.
   - (0-4) 5. All vehicles parked in the camp parking lot.
   - (0-4) 6. Woods tools and other equipment properly stored.

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

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

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

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

(0-100) TOTAL

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CAMP WILLIAM HINDS
1995-97 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 a desire to improve himself by doing one of the following:
   a) Complete all requirement for one rank at camp.
   b) Earn a merit badge at camp.
   c) Advance in swim classification while at camp.
   d) Earn one of the special awards in camp.

Members of the patrol are: (PRINT)

P.L. ____________________________

A.P.L. ____________________________

_______________________________

_______________________________

_______________________________

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_______________________________

_______________________________

Advancement in camp

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.)

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

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

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

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

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

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

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

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

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

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

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

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

We have completed the requirements for the Patrol Adventure Award: (Each Scout sign below)
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 medical evaluation (physical examination) also is 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: ____________________________

**GENERAL INFORMATION:**

- Asthma □ Yes □ No □ Explain: ____________________________
- Cancer/leukemia □ Yes □ No □ Explain: ____________________________
- Convulsions/seizures □ Yes □ No □ Explain: ____________________________
- Diabetes □ Yes □ No □ Explain: ____________________________
- Heart trouble □ Yes □ No □ Explain: ____________________________
- Hemophilia □ Yes □ No □ Explain: ____________________________
- High blood pressure □ Yes □ No □ Explain: ____________________________
- Kidney disease □ Yes □ No □ Explain: ____________________________

**Immunizations:** (give date of last inoculation)

- Tetanus toxoid ____________________________
- Measles ____________________________
- Diphtheria ____________________________
- Mumps ____________________________
- Pertussis ____________________________
- Rubella ____________________________
- Polio ____________________________

**CLASS 2 MEDICAL EVALUATION**

**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 ____________________________
- BP ____________________________
- Pulse ____________________________
- Lab: Urinalysis (dipstick) ____________________________
- Albumin ____________________________
- Sugar ____________________________
- VISION: Normal ____________________________
- Glasses ____________________________
- Contacts ____________________________
- HEARING: Normal ____________________________
- Abnormal ____________________________
- Explain ____________________________

**Check box:**

- N □ Abn □
- Growth development ____________________________
- Teeth ____________________________
- N □ Abn □
- Genitalia ____________________________
- N □ Abn □
- Musculoskeletal ____________________________
- N □ Abn □
- Neurobehavioral ____________________________
- N □ Abn □

**Explain:**

**Limitations**

**Activity restrictions**

**Diet restrictions**

**Signature** ____________________________

**Address** ____________________________

**City, State, ZIP** ____________________________

**Date** ____________________________

**Phone** ____________________________

**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**

**BY**

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

**Identification**
- **Name:**
  - Last Name: 
  - First Name: 
  - Initial: 
  - Date of Birth:
- **Address:**
- **City & State:** 
- **Zip:** 
- **Social Security Number:** 
- **Sex:**
- **Occupation:**

**Emergency Notification**
- **Name:** 
- **Relationship:**
- **Address:**
- **Home Phone:**
- **Business Phone:**
- **Cell Phone:**
- **Emergency Contacts:**

**III. Parental Statement**
- Has it ever been necessary to restrict activities for medical reasons? Yes/No
- Does the applicant take regular medication? Yes/No
- Are there any dietary restrictions? Yes/No
- Has the applicant ever been hospitalized? Yes/No
- Are there any other health conditions? Yes/No

**IV. Immunizations**
- **Varicella:** 
- **Measles:** 
- **Mumps:** 
- **Rubella:** 
- **Hepatitis A:** 
- **Hepatitis B:** 
- **Diphtheria:** 
- **Tetanus:** 
- **Polio:** 
- **Pertussis:** 
- **Chicken Pox:**

**V. Physician's Evaluation and Advice**
- **Medical Considerations:**
- **Special Instructions:**
- **Date:**

**VI. Medical History**
- **Past Medical History:**
  - **Serious illness:**
  - **Serious injury:**
  - **Disability:**
  - **Surgey:**
  - **Gut, glands:**
  - **Ears:**
  - **Eyes:**
  - **Nose, sinuses:**
  - **Teeth, mouth:**
  - **Chest, lungs:**
  - **Heart:**
  - **Mumps:**
  - **Rheumatic fever:**
  - **Stomach, bowels:**
  - **Appendicitis:**
  - **Kidneys or urine:**
  - **Diabetes:**
  - **Hypertension:**
  - **Bed-wetting:**
  - **Menstrual problems:**
  - **Hormone (juvenile):**
  - **Ghost, limbs, joints:**
  - **Shelving:**
  - **Neurological:**
  - **Other:**

**VII. Health Examination**
- **Physician:**
- **Date:**
  - **Height:**
  - **Weight:**
  - **Vision:**
  - **Hearing:**
  - **Pulse:**

- **Laboratory**
  - **Uncommon:**
  - **Albumin:**
  - **Sugar:**

**FOR THOSE ATTENDING PHILMONT OR NATIONAL HIGH-ADVENTURE BASES:**
- **Minimum age:** 
- **High carbohydrate, high caloric diet:**
- **Fruits, vegetables, and meat:**
- **Dinner meals contain meat:**
- **If these food products cause a problem in your diet:**

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

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<th>PHYSICIAN RECHECK NEEDED</th>
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### INTERVAL RECORD

(CAMP, JAMBOREE, TOURNAMENT, TRAVEL, ETC.)

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<td>Afternoon Programs for Senior Scouts</td>
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<td>Cleanliness of Camp</td>
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<td>Helpfulness &amp; Courtesy of the staff</td>
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<td>Scouting ideals stressed</td>
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<td>Summer Camp Guide, May kick-off meeting,</td>
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<td>Sunday Pre-camp meeting</td>
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Other Comments:
Printing cost for the Summer Camp Guide paid for by

Madockawanda Lodge,
Order of the Arrow,
as part of its continuing program of service to our
Pine Tree Council camps.
Please Bring this handbook to Camp with you!

Please duplicate:
pages 1-30 for each family.
pages 31-46 for each adult leader.
pages 47-60 for each junior leader