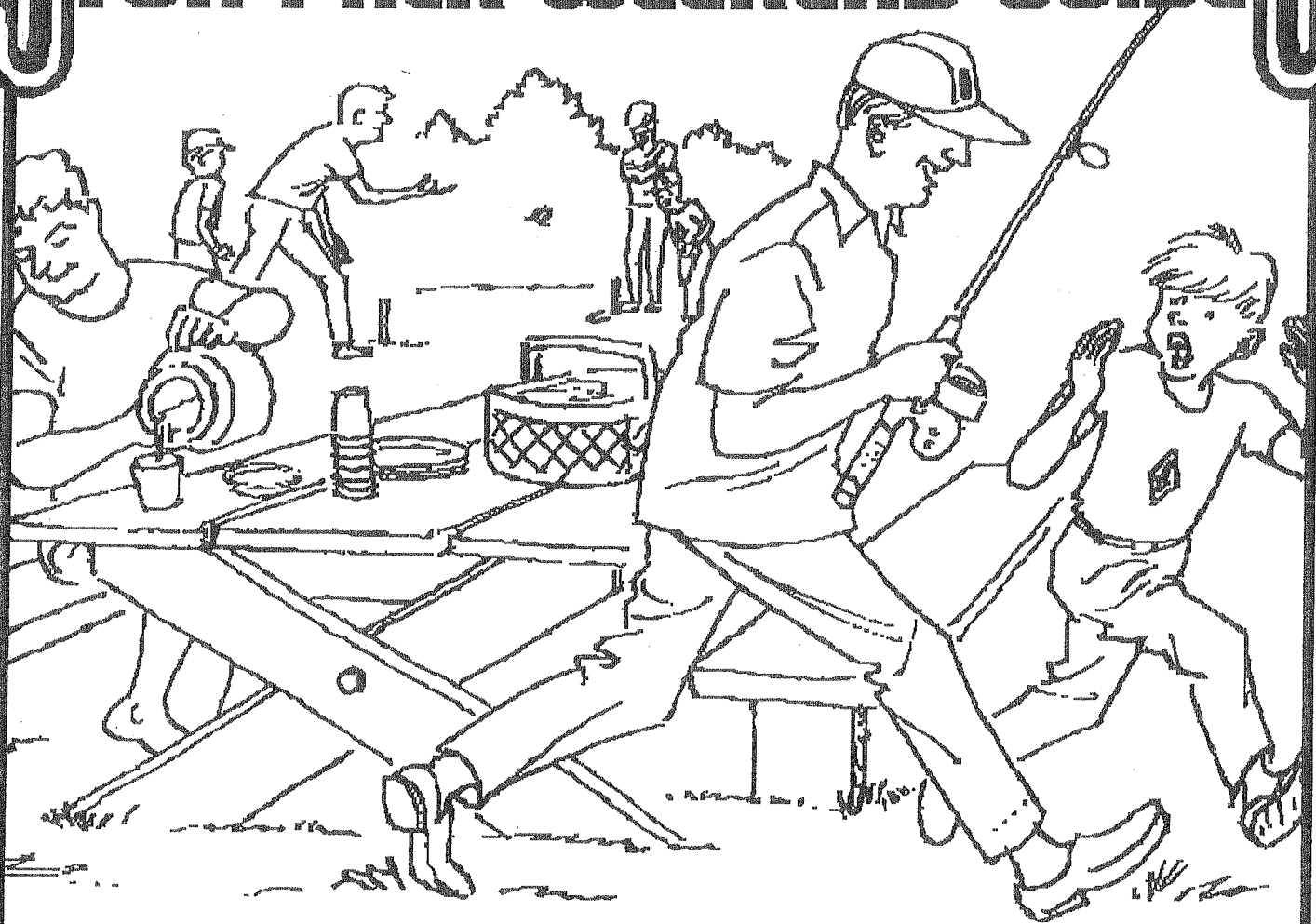


# **1995 - 1997**

## **CAMP WILLIAM HINDS**

### **FUN PACK WEEKEND GUIDE**



**A GUIDE FOR PARENTS AND LEADERS**

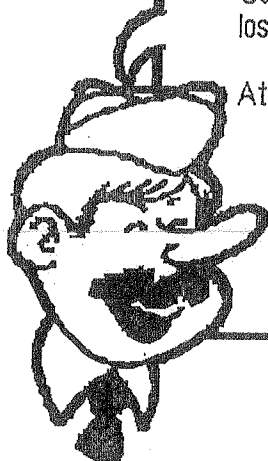
**INCLUDES 1995 PROGRAM THEME INFORMATION:**  
**"KNIGHT SCHOOL"**

## EMERGENCY PROCEDURES FOR UNITS

### LOST CAMPER

Cubmaster must report any suspected lost camper to the camp office.

At the sound of the emergency signal, ALL Cubs and adults **MUST report immediately to the Council Ring**, and sit quietly by Pack.



### LOST SWIMMER

Waterfront will be cleared immediately. Some adults may be asked to assist.

At the sound of the emergency signal, ALL Cubs and adults **MUST report immediately to the Council Ring**, and sit quietly by Pack.



### CHILD ABUSE

If child abuse of any type is witnessed or even suspected, the Camp Director or his acting designee **MUST** be notified immediately. This information should not be shared with anyone else. The reporter's name will be kept in confidence, and the current policies of the BSA will be followed.

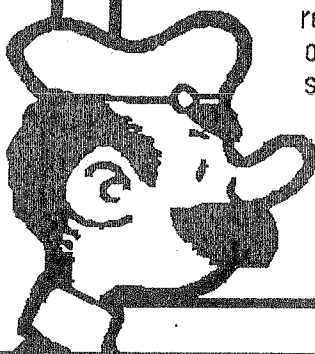
### FIRE--

If you discover a fire, send TWO runners immediately to the camp office with information regarding location, type, and severity of fire. Do NOT utilize vehicles. At the Sound of the fire signal, ALL Cubs and adults **MUST report immediately to the Council Ring** and sit quietly by Pack.



### 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 Cubs for inappropriate clothing, and for adequate fluid intake.



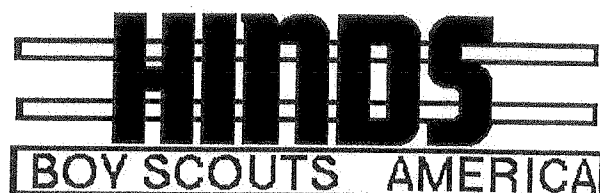
### LIGHTNING OR SEVERE STORM--

Waterfront will be cleared immediately. All watercraft return to shore. Cubs & adults report to their campsite unless otherwise instructed by a staff member. Avoid open fields. Any needed further instructions will be issued by the camp office.

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

At the sound of the emergency signal, All Cubs and adults **MUST report immediately to the council ring**, and sit quietly by Pack.

**ALL CLEAR**-- If it becomes necessary to cancel an emergency drill, an ALL CLEAR signal will be given over the camp's P.A. system.



## GENERAL INFORMATION FOR PARENTS AND LEADERS

### WHAT IS FUN PACK WEEKEND?

Fun Pack Weekends are an exciting time for a Cub to spend with an adult guardian in the woods at Camp Hinds in Raymond, or Camp Bomazeen in the Belgrade Lakes area.

Cubs and parents will have the use of all our facilities. They'll eat in our dining halls with all the fun of summer camp mealtime programs and songs. They'll be treated to a campfire at the woodland council ring. It's parent-and-son fun for all ages!

Each weekend begins at 8:45 AM Saturday and runs until noon Sunday. Saturday night is spent outdoors in our canvas wall tents with bunks and mattresses.

This overnight will serve as an exciting introduction to camping for those who have never yet camped! It's great for unit leaders because parents will be there to participate with their Cubs and provide the necessary companionship for boys not yet ready to venture overnight on their own. Fun Pack Weekends are a great way for unit leaders, parents, and kids to get to know each other in a relaxing outdoor environment. Every Pack should make it one of their top priorities to attend a Fun Pack Weekend every summer. This weekend can also be used to qualify for the National Summertime Pack Award.

### HOW TO SIGN-UP:

Fun Pack Weekends are designed for Cub Scout Packs to come as an organized unit. Therefore the Cubmaster needs to get a registration form from the Council Service Center. Find out how many boys and adults from your pack will be attending. Collect their fees and send payment in full and the registration form to the Council Service Center. There is NO refunds on fees paid. To ensure a quality program, the number of participants will be limited to 250 at Camp Hinds and 150 at Camp Bomazeen - so register early.

### FEES:

The cost of the weekend is:

1995 = \$20.00 per participant

1996 = TBA

1997 = TBA

Fees are transferrable to other participants in your pack but are not refundable. This fee includes this year's camp patch for each participant.

### DATES:

The following are the 1995-97 Fun Pack Weekend dates:

1995	1996	1997
#1 - July 8-9	July 6-7	July 5-6
#2 - July 15-16	July 13-14	July 12-13
#3 - July 22-23	July 20-21	July 19-20
#4 - July 29-30	July 27-28	July 26-27
#5 - August 5-6	August 3-4	Aug 2-3
#6 - August 12-13	August 10-11	Aug 9-10

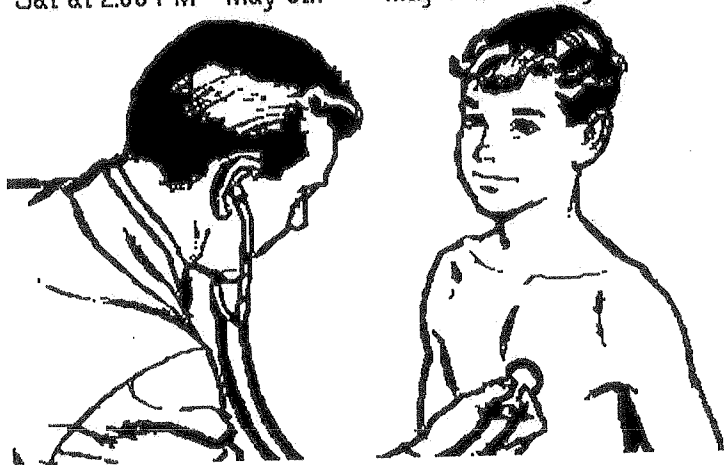


Please duplicate and  
distribute as needed

## PROGRAM KICKOFF:

There will be two program informational meetings at Camp Hinds. The purpose will be to go over the major changes and the high lights of the Fun Pack Weekend Program for this year and to answer any questions you have. Packs are encouraged to have at least one leader at one of these meetings. These meetings will be held on:

	1995	1996	1997
Wed at 7:30 PM	May 3rd	May 8th	May 7th
Sat at 2:30 PM	May 6th	May 11th	May 10th



## MEDICAL FORMS:

In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of boys and adults attending Fun Pack Week-ends. Each participant **MUST** complete a personal health and medical history including insurance information and parental permission to treat. No physician's statement is required. All forms are available free of charge through the Council Office.

We ask that all packs send (or bring) **photocopies** of their medical forms (even if there are one or two uncollected) to Camp William Hinds, 149 Plains Road, Raymond, Maine 04071 **at least 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. This will ultimately save you much time and trouble during check-in. Packs complying with this request will be processed through the Medical re-checks before packs that do not comply.

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

Please duplicate and distribute as needed

## INSURANCE & BILLING:

Camp participants are responsible for their own health and accident insurance. We strongly recommend that each Pack carry its own policy. Details are available through the Council Office. If a Cub requires medical services out-of-camp, the parent is responsible for paying, at the time of treatment, any bills not covered by insurance.

## CHECK-IN PROCEDURE:

Each pack will be assigned a Staff Guide who will assist you with the check-in procedures and be with you until lunch.

The following is an outline of the check-in procedure:

1. Arrival - 8:45 AM
2. Cubmasters & Group Leaders meet with camp staff.  
Meet your campsite guide  
Get vehicle pass for unloading
3. Medical re-checks at Archery Range  
Get buddy tags needed for swimming and boating
4. Move into campsite  
One vehicle used to bring in gear  
Other participants walk into campsite
5. Pick out a tent - settle in  
Change into bathing suit  
With footgear on your feet and towel in hand go to the waterfront
6. Waterfront Orientation
7. Swim classification
8. Return to campsite to change into dry clothing
9. Tour of camp lead by your campsite guide
10. Arrive at dining hall by 11:45 AM

## ARRIVAL:

Participants for the Fun Pack Weekend should plan their arrival for 8:45 AM. Please try to arrive promptly, but not early. The Camp Gate at Cadigan Lodge will be locked until the completion of the Cubmaster's meeting. This will allow the staff adequate time to prepare for your arrival.

Passenger vehicles will be asked to park in the area near Cadigan Lodge. Packs are encouraged to put all their gear into one or two vehicles. One vehicle at a time from each pack may be driven along the camp road for unloading, but must be moved immediately afterwards to the parking area at Cadigan Lodge. Unloading passes will be issued at the 8:45 Cubmaster meeting. Please co-operate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director only.



## **CUBMASTER MEETING:**

Camp Cubmasters and Group Leaders (1 for every 25 participants) are expected to attend the Pre-Camp meeting which will be held at 8:45 AM Saturday morning prior to the 9:00 AM check-in. The Camp Cubmaster is the adult who will have the primary responsibility for the pack in camp. This meeting will be held at the B-B Range near the parking lot. Agenda will include: Introduction to your campsite guide, review of the program schedule, group assignments, camp rules, emergency procedures, distribution of vehicle passes, as well as a question and answer session. Please bring your completed copy of your pack roster and this manual to the meeting.

## **MEDICAL RE-CHECKS:**

All participants (Cubs and adults) must check-in with the Health Officer at the Archery Range before moving into your campsite. Anyone having medication must turn it into the Health Officer at check-in time. The Health Officer will issue the buddy tags required for swimming and boating. Make sure you bring the buddy tags to the waterfront when you go.

### **IF YOU SENT IN YOUR MEDICAL FORMS:**

- 1) The Cubmaster needs to get the medical forms with the buddy tags attached from the Health Officer's assistant.
- 2) Have all participants line up in alphabetical order according to last name. Give each person his/her own medical form. Do not remove the buddy tags.
- 3) As a group, proceed to the Health Officer. The Health Officer will validate the buddy tags as he checks each participant.

### **IF YOU DIDN'T SEND MEDICAL FORMS**

- 1) Have all participants line up in alphabetical order according to last name. Each person must have his medical form in hand.
- 2) Proceed to the buddy tag table where a staff member will prepare buddy tags for your group.
- 3) After all members of your group have buddy tags prepared, proceed as a group to the Health Officer. Note that the Health Officer will process Packs which sent in medical forms before those who did not. The Health Officer will validate the buddy tags as he checks each participant.

## **SWIM CLASSIFICATION:**

At the medical re-check you will be issued a small round tag known as a "buddy tag". This is your ticket to waterfront activities (swimming and boating).

Following the med-check you will proceed to the waterfront to be classified. The waterfront is divided into three swimming areas. Starting from the shore going out, they are:

- Novice Area 0-3 feet deep
- Beginners Area 3-6 feet deep
- Swimmers Area 6-9 feet deep

To ensure the safety of all, each participant must be re-classified each year when they come to camp. Tags from last year or from another camp may not be used.

### **NOVICE:**

Skill required: Get wet in water waist deep.

Participants classified as a novice may:

- \* Swim with his buddy in the Novice area only.
- \* Go in a rowboat when accompanied by an adult buddy who is classified as a swimmer.
- \* May NOT go in a canoe.

### **BEGINNER:**

Skill required: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before and return to the starting place.

Participants classified as a beginner may:

- \* Choose to swim in either the Novice or the Beginners Area with a buddy.
- \* May use a rowboat with a buddy.
- \* May NOT go out in a canoe.

### **SWIMMER:**

Skill required: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

A participant classified as a swimmer may:

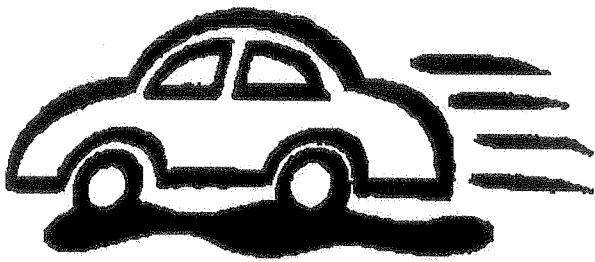
- \* choose to swim with a buddy in either the Novice, Beginners, or Swimmers area.
- \* May go out in either a rowboat or canoe with a buddy.

## **CHECK-OUT:**

The program will officially end after the 12:00 flag ceremony on Sunday morning. Vehicles may enter camp to pick-up gear using the same procedure as during check-in.



Please duplicate and  
distribute as needed



## 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 pack vehicle will be allowed to load and unload 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 Cub Scouting literature, camp T-shirts, patches, neckerchiefs, mugs, uniform parts, cold drinks, and snacks.

## THE BUDDY SYSTEM:

Cubs are **required** to use the buddy system at all times. A Cub should never leave his campsite alone.

## VISITORS and LEAVING CAMP:

It is imperative that visitors check-in at the Camp Office. Participants who arrive late or leave early **MUST** sign-in/sign-out in the logbook located on the table outside of the camp office door.

## MARK ALL GEAR:

Each Cub 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:

In addition to your smile you should pack:

### 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  
Flashlight with extra batteries  
Jacket or sweater  
toilet articles (No sprays please)  
pajamas

### Optional Personal Gear:

Camera, Film, Watch,  
Money for Trading Post,  
Insect repellent (NO sprays Please),  
Drinking cup, Laundry bag  
Fishing gear, Sun tan lotion  
Bible or prayer book

## LEAVE AT HOME:

Pets, sheath knives, fireworks, 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 and  
distribute as needed







## **DUTY TO GOD:**

There will be a brief non-denominational service during each weekend, on Sunday morning directly following breakfast in the council ring. All Cubs and parents are strongly encouraged to attend.

## **MEDITATION AREA:**

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

## **TELEPHONE:**

The camp telephone number for in-coming calls is: (207) 655-4878. There is a pay phone available for adults on the outside of the Rec Hall building near the Trading Post.

## **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.

## **ADULT LEADERSHIP:**

B.S.A. policy requires that each campsite have a minimum of TWO adults present in camp at all times when cubs are present.

## **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 pack, likewise any tools or equipment signed out to the pack or member of the pack and not returned will be billed to the pack.

## **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.

## **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.

## **CAMP EVALUATION:**

At the end of the weekend Cubmasters will be asked to complete a "Camp Evaluation" form. Cubmasters are asked to meet with their packs 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 weekends or next year. In response to Cubmaster'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.



Please duplicate and  
distribute as needed



## CONSERVATION:

Please be careful of trees in camp. Please do not permit Cubs 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.

## 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. 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 is not optional.

## LOST AND FOUND:

A lost and found box will be maintained at the Trading Post.

## SHOWERS:

Comfortably warm showers are available for campers near the Nature area. A new shower facility for staff and leaders is located near the Basic Scout Skills area. This facility is for both males and females. Adults and leaders must **NOT** be using the camper shower.

## UNIFORM:

The Cub Scout Uniform, correctly worn, is proper any time, but required (with exception of boys that don't own a uniform) for the evening meal and retreat. Some Cubs 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. A costume consistent with the theme is suggested for the campfire.



Please duplicate and  
distribute as needed

CH/45/DB2

6



## **WATERFRONT RULES:**

These are posted at the Aquatic Areas for everyone's protection and must be strictly adhered to. Aquatic Facilities are for the use of Registered Cub Scouts, parent participants, 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**

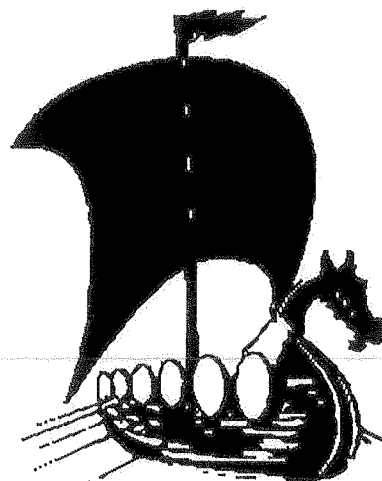
The waterfront near the parade grounds is the only location where anyone is allowed to swim or wade. Cubs, parents, and leaders must not be in the water elsewhere. This includes Chipmunk Point, Tenny Point, and in front of Tenny Campsite.

## **FISHING:**

Cubs and parents may fish from rowboats during their scheduled boating period or during the open time after dinner. Favorite fishing areas include Tenny Point and the river side of Chipmunk Point. Fishing is not allowed in the swimming area, the boating area, or off the bridge. Wading into the water while fishing is not permitted.

## **SWIMMING RULES:**

1. All participants must use their own buddy tags. Tags are colored to reflect your swimming ability and the areas you may use.
2. For all swimming (and boating) activities each participant must have a buddy. A buddy is a person who will stay with you during the course of the swim and will serve as your personal lifeguard.



3. When you are ready, remove your shoes in the changing area and line-up with your buddy at your side near the waterfront gate. Wait for further instruction.
4. Once the lifeguards are in place, they will let one pair of buddies into the area at a time. Your tags will be placed on the board under the corresponding ability area. For example, if you are going into the beginners area, the tags belonging to you and your buddy will be placed side-by-side on the Beginners Board.
5. Proceed to the correct swimming area. You and your buddy must stay within 10 feet of each other during the entire swim. You must remain in the area that matches the placement of your tags.
6. Buddy checks are held every 10 minutes. When you hear the bell ring twice or the Aquatics Director yells "Buddy-up", move to the closest dock if you can not touch the bottom. Hold your buddy's hand up high in the air and be quiet. The waterfront staff will then take a count. The sooner this is completed, the sooner the swim will continue. The bell system used at camp is:
  - 2 bells - buddy-up (hold buddy's hand up and be quiet)
  - 1 bell - continue swimming
  - 3 bells - check-out of the swimming area
7. When the swim is over, 3 bells will be rung. Move to the nearest ladder and get out of the water as quickly as possible. With your buddy at your side, move to the buddy boards. The buddy tags belonging to you and your buddy must be removed at the same time. Now leave the area through the gateway.
8. You may now wash, dry, and dress your feet in the changing area. Remember, you must always wear something on your feet while in camp.



Please duplicate and  
distribute as needed

## BOATING:

1. All participants must use their own buddy tags. Tags are colored to reflect your swimming abilities and the type of boats that you may use.
  - \* Novice - One novice can go in a rowboat with an adult buddy who is classified as a swimmer.
  - \* Beginner - May go out in a rowboat with a buddy.
  - \* Swimmer - May go out in a canoe with a buddy.
2. Each person must have a buddy. No one can take out a boat or canoe without a buddy. Two people may go out in a canoe, two or three people may go out in a rowboat. Each Cub should have an adult buddy.
3. Before entering the area, select a suitable sized PFD and put it on securely. Line-up with your buddy at your side near the entrance to the boating area. Wait for further instructions.
4. When the staff is ready, they will let you in one pair of buddies at a time. Your buddy tag will be placed on the board on the same rowboat or canoe symbol as your buddy's. Obtain properly sized paddles or oars - the staff will assist you with this. Once in the water, boats and canoes may go down the river to the point where the power lines cross the second time. As the end of the boating period approaches, the staff will ring the boating bell. When you hear the bell ring, you must return to the boating area immediately.
5. After putting your boat and paddles or oars away, go with your buddy to the board and remove your tags. Thanks for hanging the PFD's back where they belong.



Please duplicate and  
distribute as needed

## BASIC SCHEDULE:

### SATURDAY

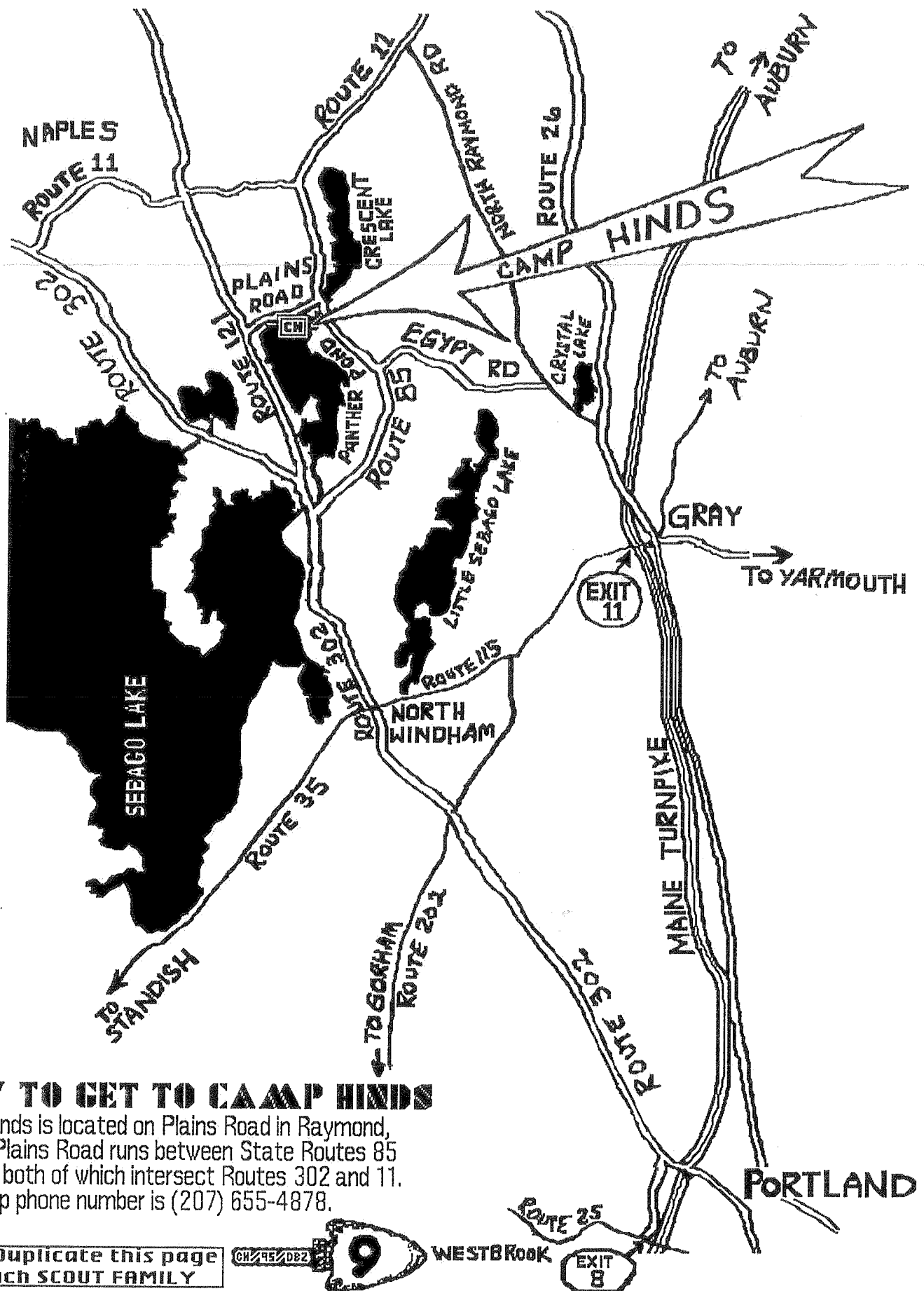
- 8:45 Arrival (Parking at Cadigan Cabin)
- 8:45-9:00 Cubmaster meeting at B-B Range.  
Meeting your campsite guide.
- 9:00-11:30 Medical screen at Archery Range  
Move into Campsites  
Waterfront Orientation  
Swim Classification  
Tour of camp
- 11:45-12:00 Arrival at Dining Hall  
Table Assignments  
Move to Assigned Tables
- 12:00-1:00 Lunch & Dining Hall Program
- 1:15-5:40 Program Areas by group
- 6:00 Retreat (Flag ceremony at Waterfront)
- 6:15-7:00 Dinner and Dining Hall Program
- 7:15-8:00 Open Areas
- 8:15-9:15 Campfire at Council Ring
- 9:30 Taps (Lights out & quiet)

### SUNDAY

- 7:00 Reveille (Rise and Shine)
- 7:30 Breakfast and Dining Hall Program
- 8:15 Duty to God Service in Council Ring
- 8:30-11:25 Program Areas by group
- 11:30-12:00 Pack-up and clean-up campsite
- 12:15 Have a safe trip home

## PROGRAM GROUPS AND GROUP LEADERS

For the Saturday afternoon and Sunday morning program times, the camp will be divided into groups with about 25 participants in each group. If you have less than 25 participants in your pack, you can expect that you will be joined by participants from another Pack to make a group of about 25. If you have more than 25 participants from your Pack, you can expect that your Pack will be split into two or more groups. Each group of 25 must have a Group Leader. The Group Leaders should attend the 8:45 AM Pre-camp meeting along with the Cubmasters on Saturday morning. If you have more than 25 participants, the Cubmaster should not be a Group Leader. The duties of the Group Leader include: 1) keeping the group together and taking a head count often, 2) keeping track of the group's schedule, and 3) making sure everyone in the group is having fun.



## 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

CH/95/DB2



WESTBROOK



## **YOUTH PROTECTION:**

The following policies have been adopted by the BSA to provide security for the youth in our program. In addition they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

### **\* TWO-DEEP LEADERSHIP.**

Two registered adult leaders or one registered adult and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings.

### **\* NO ONE-ON-ONE CONTACT.**

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting is to be conducted in view of other adults and youth.

### **\* RESPECT OF PRIVACY.**

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp.

### **\* SEPARATE ACCOMMODATIONS.**

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian.

### **\* PROPER PREPARATION FOR HIGH-ADVENTURE ACTIVITIES.**

Activities with elements of risk should not be under-taken without proper preparation, supervision, and safety measures.

### **\* NO SECRET ORGANIZATIONS.**

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



### **\* APPROPRIATE ATTIRE.**

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

### **\* CONSTRUCTIVE DISCIPLINE.**

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

### **\* HAZING PROHIBITED.**

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

### **\* JUNIOR LEADER TRAINING AND SUPERVISION.**

Adult leadership must monitor and guide the leadership techniques used by junior leaders and see that BSA policies are followed.

Please duplicate and  
distribute as needed



## DINING HALL:

On Saturday morning while you are doing your swim classification, your pack will be assigned to tables in the dining hall. This assignment is made by the camp administration based on your pack roster. It is extremely important that your roster is as accurate as possible. Eight people will generally be assigned to each table, generally consisting of four parent-son pairs. Some tables will also have one camp staff member. In many cases, one of your tables will be shared with another pack.

Please have the Cubs use the latrine before they come to meals since there is no latrine at or near the dining hall.

Packs should arrive at the dining hall at 11:45 AM for table assignments. The staff and the Cubmasters will be asked to enter the dining hall first. After initial instructions, each Cubmaster will be asked to bring in his/her pack filling in the assigned tables. Staff members will be distributed amongst the packs.

Once everyone has a place at a table, we will be asking everyone to stand for grace. Please ask Cubs and parents to sit at the same table for all three meals and to remain standing until after grace. This will speed-up the process of entering the dining hall.

Each table is to select a waiter (Cub) and an assistant waiter (parent). They are the only ones to go to the kitchen during the meal to get dishes, food, drinks, seconds or dessert. The waiter and his assistant then stay after the meal to clear the table and sweep the floor. For each meal there should be a different parent-son team serving as waiter.

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.

There is a red and green light system in use in the dining hall. When the red light is on, everyone MUST remain at their tables. When the light is green, waiters and assistant waiters may go to the kitchen and one adult may go to the coffee machine.

Following each meal there will be a brief program. Please ask Cubs and parents to stay in the dining hall until they are dismissed by one of our special "order of dismissals".

## MENU:

### Saturday Lunch

Cheeseburgers with buns

tomato, lettuce, onion, mustard, relish, ketchup, etc.

Potato Puffs

Dessert

Punch & Milk

### Saturday Dinner

Pepperoni Pizza

Potato Chips

Tossed Salad

Dessert

Punch & Milk

### Sunday Breakfast

Cold Cereal

French Toast with syrup

Sausage

Fruit juice

Milk

## SPECIAL DIETS:

Any participant 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 those needs. Although there may be a notation on the medical form, direct contact with the cook will give us a better understanding of your needs.





## COUP BEADS:

Coup beads will be issued to Cubs to recognize their participation in the various activities on camp. These beads will be issued:

Purple	-	Swimming
Green	-	Nature
White	-	Volleyball
Dark Blue	-	Boating
Yellow	-	Craftshop
Brown	-	Campcraft
Red	-	B-B Range
Orange	-	Archery Range
Black	-	Waiter
Light blue	-	Costume at Campfire

Coup beads will be given to all Cub Scouts who participate and to any adult who requests them. We reserve the right to substitute different color beads when certain colors are not available.

## CAMPFIRE:

The highlight of the weekend will be the Saturday night campfire. Enjoy all the action of all the skits, songs, cheers, and stories assembled for your involvement and entertainment. Packs should come as a group to the council ring at 8:15. Adults should bring their flashlights. Packs who desire to do a skit or lead a song at the

campfire should make arrangements with the program director for an audition. All skits and songs must be well rehearsed and must be approved well in advance.

## COSTUMES:

To go along with the theme, all participants are encouraged to bring a costume and wear it to the campfire. Each Pack should judge the Cubs for the best costume. One Cub from each Pack will be recognized at the campfire for having the best costume. All participants wearing a costume to the campfire will receive a coup bead.

## STAFF OPPORTUNITIES:

We are still looking for several adults to serve as staff members for the Fun Pack Weekend program. Adults, 21 years of age or older, will receive a salary of \$300.00 plus room and board for the six weekends. Adults between 18 and 20 will receive salaries based on their age and experience. For an application form call the Council Service Center at (207) 797-5252 or contact the Camp Director - Dean Zaharis - evenings at (207) 883-4669.

Please duplicate and  
distribute as needed





# 1995 PROGRAM THEME: "KNIGHT SCHOOL" IN MEDIEVAL TIMES:

Knights of the middle ages banded themselves together and vowed loyalty to their king and defended his land against enemies.

To become a knight was no simple matter. Chivalry was their way of life, with its own rules, its own rituals, and its own special code of behavior. A knight had to live up to the high standards required of him.

To be a knight required that you start young, for you had many things to learn, not simply about warfare but about courtesy as well.

Training began as early as 7 years old, when a young man became a PAGE. Every kind of menial job was his: fetching and carrying, running errands, helping the lady of the household, learning to come when called and learning to wait patiently when there was nothing for him to do. As he grew older, his day filled. All this training prepared him for the next step: to become a SQUIRE.



## PROGRAM AREAS:

During your stay you will experience eight major program areas: Archery Range, B-B Range, Boating, Campcraft, Handicraft (Craftshop), Nature, Sports, and Swimming. Although every group will do all eight, the order they do them will vary from group to group. Travel time and changing time are built into the schedule. In each area you will be exposed to one area of a young man's training as he progresses from page, to squire, to knight.

## ARCHERY:

**Theme:** In England archery was perhaps the most widespread sport and royal laws insisted on regular practice with the bow. The squire needed to score a bull's eye using a long bow and a crossbow. Coaching you with your archery skills will be William Tell. William was a most skilled archer. One day the king's guard ordered him to bow but he refused and was arrested. The guard knew of Tell's skill with a crossbow and promised to let him go free if William could shoot an apple off his own son's head. William Tell hit the apple.

**Area:** The Archery Range is located near the parking lot. Cubs and Parents will work as a team. First the cub will shoot with the parent as a coach and then the parent will get to shoot while the Cub acts as the coach. Who will hit the bulls-eye first?

## B-B RANGE:

**Theme:** The squire learned the use of arms, the sword, the lance, and the axe on which his life would someday depend. By the end of the 14th century, the hand gun had been invented. It was a cumbersome thing, but it meant that troops of infantry men could move from place to place quickly with their guns. Your marksmanship instructor will be the chief palace guard.

**Area:** The B-B Range is also located near the parking lot. The same team approach used at the archery range will be used at the Archery Range.

## BOATING:

**Theme:** Learning boating skills will help you defend your lord against the Vikings. Vikings were fierce pirates and warriors who terrorized Europe in the Middle Ages. The Vikings ranked among the best shipbuilders of the time. They built their ships out of wood that they cut from the vast Scandinavian forests. A Viking warship sailed well in either rough seas or calm waters. It was light enough to enter shallow rivers. You can expect to meet some vikings when you go boating down the Tenny.

**Area:** The boating area is located at Chipmunk Point. This is near the Dining Hall. Boating rules are outlined on page 8. Fishing is allowed from rowboats but not canoes.

## CAMPCRAFT (SCOUTCRAFT)

**Theme:** The knight had to be prepared for the biggest camping trip yet, the Crusades. This meant setting and breaking camp daily and preparing meals on the move. Who best to teach you these skills other than the Barbarians. These tribesmen were fierce in appearance - big, bearded, and clothed in animal skins. They fought with spears and shields and lived off the land all of their lives. Watch out for Barbarian Bob.

**Area:** The Campcraft area is located along the camp road north of the blockhouse and across from Patrick campsite. Campcraft is where you can learn about rope work, outdoor cooking and camping skills.

## HANDICRAFT (Craftshop):

**Theme:** A knight had to be familiar with the care and repair of his armor. As a squire he must keep his lord's weapons and armor in good condition, replacing worn leather and burnishing away rust. We have enlisted the help of the king's craftsmen, tradesmen, and blacksmiths to help you with your training in this area.

**Area:** The Craftshop is the building located behind the blockhouse. You will receive your Camp patch when you come to the craftshop. At the craftshop you will be able to make a craft project to remind you of the middle ages. In the evening materials will also be available to make a patch holder for your camp patch.

## NATURE

**Theme:** Studying the arts of hunting and hawking were an important part of a squire's education. He



would learn how to use a boar spear, how to track game, how to recognize which game was proper to be hunted and how it should be taken. Your guide at the nature area will be the gameskeeper who will lead the king's hunt.

**Area:** The nature area is located near the camper shower building off the road connecting the Dining Hall with the blockhouse. The Nature area is the home of the terrarium, where you can watch all the fish, snakes, and turtles swim about. When you go, make sure your footgear is suitable for a hike on rough terrain.

## SPORTS (VOLLEYBALL):

**Theme:** As a page a young man learned to fight with swords and played chess and other games that taught skill and strategy. The tournament was the most popular of the games and was the high point in the career of a young squire. Rather than being done with horses and swords, our tournament will be a volleyball game where Sir Lancelot will help you serve using a catapult. A catapult is a machine that works like a sling shot - warriors used catapults to hurl heavy rocks across moats and over walls into castles and cities.

**Area:** The Volleyball net is located in the grassy area near the Dining Hall. Divide the teams the way you want. Do you dare play Cubs against the Adults? Get the most of your playing time, choose teams before you arrive.

## SWIMMING:

**Theme:** A day or two before bestowing swords upon a young squire who was to become a knight, the candidate for knighthood was bathed in a solemn ceremony. As he steamed in the tub two knights, grave and proven men, sat with him and explained the duties and glories of chivalry. Then he was dressed, first in a white shirt as a symbol of purity, followed by a red robe as a sign of the blood he would shed for God and his honor. And then with his armor and sword on the altar of the chapel, he spent the night in prayer. As you prepare for knighthood, monks from the local abbey will watch over you as you take part in your cleansing "dip" in Panther Pond.

**Area:** Held at the waterfront near the flag pole. Make sure to bring your buddy tags and towels. You are reminded to wear your shoes when traveling to and from the waterfront area. Changing time is built into the schedule so that you can change before and after swimming.

## FUN PACK WEEKEND SCHEDULE

SATURDAY

8:45 ARRIVAL (PARKING AT CADIGAN CABIN)

8:45-9:00 CUBMASTER MEETING AT THE B-B RANGE WITH PROGRAM DIRECTOR & CAMPSITE GUIDES

9:00-11:30 MEDICAL SCREENING AT ARCHERY RANGE  
MOVE INTO CAMPSITES  
WATERFRONT ORIENTATION  
SWIM CLASSIFICATION  
TOUR OF CAMP

11:45-12:00 ARRIVAL AT DINING HALL - TABLE ASSIGNMENTS - MOVE TO ASSIGNED TABLES

12:00-1:00 LUNCH & DINING HALL PROGRAM

GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
1:30-2:30 SWIMMING	1:30-2:30 SWIMMING	1:15-1:55 B-B RANGE	1:15-1:55 CAMPCRAFT	1:15-1:55 CRAFTSHOP	1:15-1:55 ARCHERY	1:15-2:30 BOATING	1:15-2:30 BOATING	1:15-1:55 NATURE	1:15-1:55 VOLLEYBALL
		2:00-2:40 ARCHERY	2:00-2:40 CRAFTSHOP	2:00-2:40 CAMPCRAFT	2:00-2:40 B-B RANGE			2:00-2:40 VOLLEYBALL	2:00-2:40 NATURE
2:45-3:25 NATURE	2:45-3:25 VOLLEYBALL	3:00-4:00 SWIMMING	3:00-4:00 SWIMMING	2:45-3:25 B-B RANGE	2:45-3:25 CAMPCRAFT	2:45-3:25 CRAFTSHOP	2:45-3:25 ARCHERY	2:45-4:00 BOATING	2:45-4:00 BOATING
3:30-4:10 VOLLEYBALL	3:30-4:10 NATURE			3:30-4:10 ARCHERY	3:30-4:10 CRAFTSHOP	3:30-4:10 CAMPCRAFT	3:30-4:10 B-B RANGE		
4:15-5:30 BOATING	4:15-5:30	4:15-4:55 NATURE	4:15-4:55 VOLLEYBALL	4:30-5:30 SWIMMING	4:30-5:30 SWIMMING	4:15-4:55 B-B RANGE	4:15-4:55 CAMPCRAFT	4:15-4:55 CRAFTSHOP	4:15-4:55 ARCHERY
		5:00-5:40 VOLLEYBALL	5:00-5:40 NATURE			5:00-5:40 ARCHERY	5:00-5:40 CRAFTSHOP	5:00-5:40 CAMPCRAFT	5:00-5:40 B-B RANGE

6:00 RETREAT (FLAG CEREMONY AT WATERFRONT)

6:15-7:00 DINNER AND DINING HALL PROGRAM

7:15-8:00 OPEN AREAS. (SWIMMING, BOATING, CRAFTSHOP, ARCHERY, AND B-B RANGE ARE OPEN)

8:15-9:15 CAMPFIRE

9:30 TAPS (LIGHTS OUT & QUIET)

7:00	REVELLE (RISE AND SHINE)									
7:30	BREAKFAST AND DINING HALL PROGRAM									
8:15	DUTY TO GOD SERVICE IN COUNCIL RING									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J	
8:30-9:10	8:30-9:10	8:30-9:45	8:30-9:45	8:30-9:10	8:30-9:10	8:45-9:45	8:45-9:45	8:30-9:10	8:30-9:10	
CRAFTSHOP	ARCHERY	BOATING	BOATING	NATURE	VOLLEYBALL	SWIMMING	SWIMMING	B-B RANGE	CAMP-CRAFT	
9:15-9:55	9:15-9:55			9:15-9:55	9:15-9:55			9:15-9:55	9:15-9:55	
CAMP-CRAFT	B-B RANGE			VOLLEYBALL	NATURE			ARCHERY	CRAFTSHOP	
10:00-10:40	10:00-10:40	10:00-10:40	10:00-10:40	10:00-11:15	10:00-11:15	10:00-10:40	10:00-10:40	10:15-11:15	10:15-11:15	
B-B RANGE	CAMP-CRAFT	CRAFTSHOP	ARCHERY	BOATING	BOATING	NATURE	VOLLEYBALL	SWIMMING	SWIMMING	
10:45-11:25	10:45-11:25	10:45-11:25	10:45-11:25			10:45-11:25	10:45-11:25			
ARCHERY	CRAFTSHOP	CAMP-CRAFT	B-B RANGE			VOLLEYBALL	NATURE			
11:30-12:00 PACK-UP AND CLEAN-UP CAMPSITE										
12:00 CLOSING CEREMONY AT WATERFRONT										
12:15 HAVE A SAFE TRIP HOME										

12:15 HAVE A SAFE TRIP HOME

# FUN PACK WEEKEND EVALUATION

Pack \_\_\_\_\_ Community \_\_\_\_\_ Campsite(s) \_\_\_\_\_ Weekend \_\_\_\_\_  
 Please indicate in one or two sentences your impressions favorable and/or critical of each area of camp listed below and rate them on a scale from 1 to 5. Positive statements about individual staff members will be appreciated.

					<b>Archery Range</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>B-B Range</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Boating</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Campcraft</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Handicraft (craftshop)</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Nature</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Sports (Volleyball)</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Swimming</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					<b>Use of Theme</b>
1	2	3	4	5	
Poor	Fair	Good	Great	Super	

					Check-in and Parking
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Food Service
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Health Lodge Services
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Trading Post and Hours
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Helpfulness & Courtesy of the Staff
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Camp Administration
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Fun Pack Weekend Leader's Guide
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Campfire Program
1	2	3	4	5	
Poor	Fair	Good	Great	Super	
					Other
1	2	3	4	5	
Poor	Fair	Good	Great	Super	



## CAMP WILLIAM HINDS FUN PACK WEEKEND ROSTER

Pack # \_\_\_\_\_ Community \_\_\_\_\_ Camp Cubmaster \_\_\_\_\_

Campsites \_\_\_\_\_ Weekend \_\_\_\_\_

Total Cubs: \_\_\_\_\_ Total Adults: \_\_\_\_\_

## CUB SCOUT NAMES

PARENT NAMES

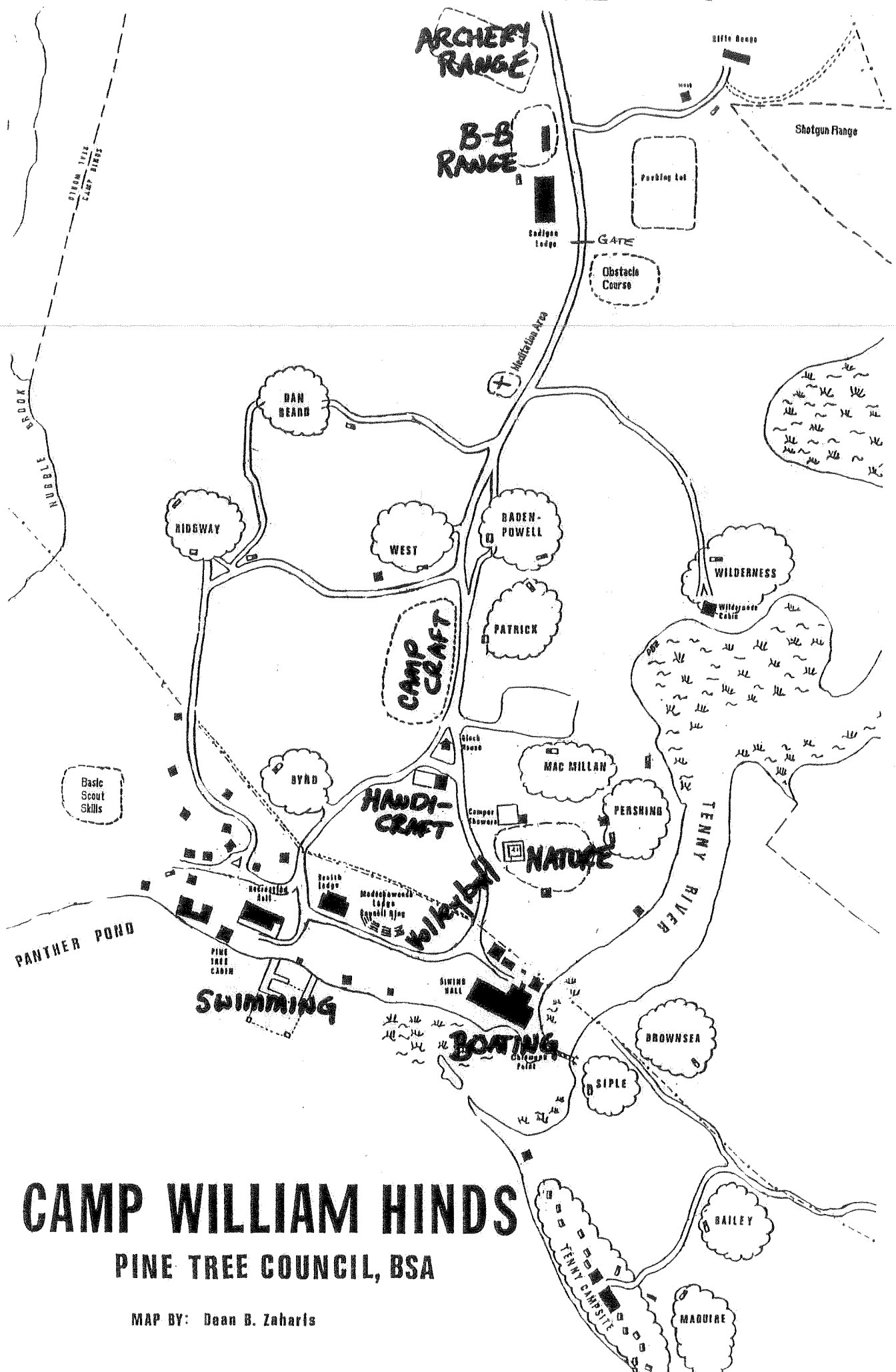
[illegible]

This form to be turned in at the 8:45 AM Cubmaster Meeting on Saturday. THANKS

## CUB SCOUT NAMES

PARENT NAMES

[illegible]



# CAMP WILLIAM HINDS

PINE TREE COUNCIL, BSA

MAP BY: Dean B. Zaharis

**PLEASE BRING THIS  
GUIDE TO CAMP  
WITH YOU.**

**PACKS ARE ASKED TO  
DUPLICATE THIS GUIDE  
FOR EACH FAMILY.**