1995
CAMP WM HINDS
STAFF HANDBOOK

Don't let me oversleep!
In order to successfully ensure an enjoyable and meaningful stay at Camp Hinds for all campers, each staff member must meet the following criteria:

A. Have the ability to operate as a TEAM PLAYER. No Camp Hinds staff member is more important than any other. We must be loyal to each other, the Camp Administration, the staff as a whole, and Camp Hinds in general. A positive attitude is the most important quality of a Camp Hinds Staff member.

B. Have the ability to act as an EDUCATOR in the following categories:
   1) Personal development. He must be able to instill, through example and proper guidance, the characteristics of positive self-image, self-confidence, respect for others and their property, self-control, leadership, self-help, and the values described in the Boy Scout Law.
   2) Camp related skills in his specific area. He should demonstrate this through innovative use of his experience, training and knowledge.

C. Have the ability and desire to promote both old and new Camp Hinds TRADITIONS, and to promote esprit de corps in all campers. He should assist boys in establishing roots at Camp Hinds so they may share a common bond of loyalty with all other campers, past, present, and future. Pride in Camp Hinds and its heritage are essential.

D. Have the ability to encourage COMPETITION on all levels (individual, patrol, troop, campwide) while maintaining a proper perspective, eliminating the "winning at all cost" attitude. Cooperation in working toward a common goal is the primary objective.

E. Have the ability to MOTIVATE feelings of excitement and fun in the campers at all times. Enthusiasm and friendship are vital elements if every camper is to feel comfortable at Camp Hinds and thoroughly enjoy his camp experience. While excitement and fun must exist, so must a deep seriousness of purpose in every staff member.

F. Other desired qualities expected are initiative, flexibility, organization, and the ability to accept criticism. Most of all, the staff as a whole MUST be CAMPER ORIENTED.
GENERAL STAFF INFORMATION

REGISTRATION:
All staff members must be registered members of the Boy Scouts of America. Anyone registered in another council must provide a photocopy of their registration card or a letter from their local council verifying registration. Anyone not already registered, must fill-out an application to join and pay the registration fee prior to signing the letter of agreement for employment.

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 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. All forms are available free of charge through the Council Office.

It is strongly suggested that you bring photocopies of med forms to camp and keep the originals at home. Anyone arriving at camp without a completed health form will not be allowed to stay.

MEDICAL FORMS:
In recent years there have been some recurrent issues that have created difficulty and disappointment upon arrival that we would like to avoid.
In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council’s policy regarding medical certification. All staff members 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 staff members 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.

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. This applies 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 medication so there is no need to bring these.
INSURANCE:
Staff members are responsible for their own health and accident insurance.

ILLNESS
If you should feel ill, inform your Area Director and then report directly to the Health Officer. Only the Health Officer can assign bed rest. If you do require bed rest, you can expect that it will be in the Health Lodge. Unless the Health Officer sends you to your quarters, you must not be there during program hours. Staff members assign to bed rest by the Health Officer will not be allowed to have visitors.

MEDICAL TREATMENT:
If you feel ill or are injured, you must report to the health officer for treatment and be entered in the log book for insurance purposes. The health officer is required to fill out a Workman’s Compensation form for all serious injuries.

ALCOHOL AND DRUGS:
The possession or use of intoxicating beverages in any form, or any controlled substance including marijuana on camp property, will result in immediate dismissal from Camp Hinds. Persons in possession of illegal drugs will also be reported to the State Police.

SMOKING:
Smoking by staff will be in designated areas only. The Dining Hall, Trading Post, Program Areas, tents, and any place Scouts are present are off limits! We strongly request that you do not smoke in your cabin. Aid us in setting the example and maintaining fire safety. The designated smoking area for adults is the back room of the Leader and Staff lounge building. Staff under the age of 18 must have written permission of their parents to smoke in camp when off-duty.

MOTOR VEHICLES:
Permission must be obtained from the Camp Director to maintain a vehicle in camp. All vehicles must be stored in the parking lot near Cadigan Lodge. Staff will be allowed to take their cars beyond the Cadigan gate and to their cabins to load and unload on the day they check-in and the day they check out. Staff members should not expect to bring their cars to their cabins (or into camp) when they go on or return from their day off.

Staff members who do not have their own transportation, should plan on meeting their ride at the camp gate after they sign out.

Cars will not be used for transportation in camp.

Staff members under the age of 18 may be asked to store their car keys in the camp office for safe keeping. The speed limit in camp is ten (10) miles per hour. Excessive noise or carelessness are strictly prohibited.

Only licensed drivers over 18 years of age are allowed to transport passengers who are under 18 years old. This includes travel to and from camp on days off.

Camp vehicles and trucks are to be driven only by those specifically authorized to do so by the Camp Director. Passengers are permitted only in the 4TH PASSENGERS ARE NOT PERMITTED IN THE BACK OF TRUCKS, TRAILERS, OR CAMPERS.

All State of Maine traffic rules and regulations including the seat-belt law will be followed at all times. Except in the case of an emergency, staff members will not be allowed to lend their vehicles to other drivers.

NOT ALLOWED IN CAMP:
Televisions and other appliances are allowed only with special permission of the Camp Director. VCRs, sheath knives, pets, fireworks, firearms, ammunition, bows and arrows, squirt guns, and pornographic or offensive materials are strictly prohibited. The use of obscene, offensive, or off-color language will not be tolerated.
VISITORS:
Unless arrangements have been made in advance with the administration, staff members should not have visitors in camp during program hours. All visitors must sign-in when they arrive and sign-out when they leave. The staff lounge is an appropriate place to entertain visitors.

Not allowed in Program Areas:
Staff members are allowed to have certain items in their living quarters, but these have no place around camp and in the program areas. These include radios, tape players, CD-players, walkmen, and electronic games.

Time off:
You will be given one day off per week. The day off schedule will be determined by the Camp Administration and each staff member will be made aware of his/her day off during staff week or before. All staff members are expected to leave camp during his/her entire day off unless other arrangements have been made in advance with the Camp Administration.

If you get permission to stay in camp for your day-off, you must abide by all camp rules - be in uniform, get permission for a night-out, etc.

The usual day-off for staff NOT involved in the Fun Pack Weekend will be: Midnight Friday to 11:15 AM Sunday except for your duty weekend. On Friday evening we have a barbecue, a campfire, a staff meeting, and must put the tables back into the Dining Hall. Some weeks we may complete these functions before Midnight, but you shouldn’t plan on it. Staff members with their own transportation will be permitted to leave at midnight. It is highly recommended that staff without their own transportation have their ride pick them up at the parking lot first thing Saturday morning. We have a significant amount of work that must be completed on Friday evening, and we don’t want to feel pressured or rushed by having parents and/or friends waiting for staff to finish up.

C.I.T. DAY-OFF:
C.I.T.s and others involved in the Fun Pack Weekend will have a day-off during the week. The purpose of the C.I.T. program is to expose Scouts to the various program areas in camp. Some areas have special activities that occur only once or twice during the week. For example, the Nature area has Fishing Merit Badge, the craftsman has Fingerprinting Merit Badge, Scoutcraft has two cookout meals and an overnight, and Basic Scout Skills has CPR. Because it is important for the C.I.T.s to be involved in these activities, a C.I.T.s day-off on any given week is scheduled based on the area to which he is assigned.

AQUATICS & KITCHEN: Monday
8:40 PM Sunday thru 7:15 AM Tuesday

SCOUTCRAFT & PROVISIONAL: Tuesday
8:40 PM Monday thru 7:15 AM Wednesday

NATURE, RANGER, & COMMISSIONER: Wednesday
8:40 PM Tuesday thru 7:15 AM Thursday

HANDICRAFT & BASIC SCOUT SKILLS: Thursday
8:40 PM Wednesday thru 7:15 AM Friday

FIRST AID, ARCHERY & RIFLE/SHOTGUN RANGES: Friday
8:40 PM Thursday thru 7:15 AM Saturday

Should this schedule cause any serious problem, please discuss it with the Camp Director.

Leaving Camp:
ALL staff members are required to sign-out at the Camp Office whenever they leave Camp Hinds and sign-in when they return. This includes when you leave for days-off, nights-out, and when leaving on camp business. The purpose of signing in and out is so that the camp administration can find you in case of an emergency.

You are not allowed to leave camp at any time without the permission of the Camp Administration. Leaving camp without permission could results in your dismissal from staff.

No one is to be beyond MacMillan Cabin or on the green trail after 5:35 PM without permission of the Camp Administration.
Saturday Duty:

Once (or twice) during the summer each staff member not involved in the Fun Pack Weekend program will have Saturday morning duty. The purpose of this duty will be to assist with the troops that will be staying overnight Friday and/or being in a work crew to set sites for the upcoming week. The weekend(s) that you have Saturday morning duty, your day off will be from 11 AM Saturday to 11:15 AM Sunday. Your duty will be on the first weekend listed. The second weekend is for an emergency situation only.

When you have Saturday morning duty, you are expected to be at breakfast and then to report to the Camp Director for assignment immediately after breakfast.

Duty will be assigned by area:
July 8 & July 29 = Craftshop & Trading Post
July 15 & Aug 5 = Nature & Shooting Sports
July 22 & Aug 12 = Basic Scout Skills & Provisional
July 29 & Jul 8 = Aquatics (half) & Assistant Ranger
Aug 5 & July 15 = Aquatics (half) & Admin Assistant
Aug 12 & July 22 = Scoutcraft & Commissioners

Nights Out:

Camp Hinds' nights-out policy for staff members states that all staff members under 21 must be signed back into camp by 11.59 PM. Only licenced drivers over 18 years old are allowed to transport staff members under 18 years old. Staff members are not allowed to drive vehicles except their own.

Occasionally camp sponsored outings for staff groups are conducted and are coordinated by an adult staff member. These events sometimes last past midnight (i.e.: Funtown, OCB, etc.)

No staff member under 18 years of age may have a night-out without parental approval. Counselors in Training may leave camp ONLY when accompanied by a staff member who is at least 21. Forms for parental permission for nights-out are available through the Camp Director.

Program Staff desiring a night-out must get approval from 1) their immediate supervisor (Area Director), 2) the Program Director, and 3) the Camp Director.

Support staff desiring a night-out must get approval from 1) their immediate supervisor, 2) the Support Services Director and 3) the Camp Director.

Normally nights-outs will start after 8:40 PM. You are expected to be in uniform and in your program area until 8:30 PM.

All nights out must be requested in writing on a form provided by the Camp Administration and ALL staff members must sign-out when leaving and sign-in back in at the Camp Office.

Early Nights Out:

Each area/department will be allowed two early nights out per summer. One of these some time during week 1 thru 3 and the second during weeks 4 thru 7.

These are intended for special department nights-out for each area. This early night out must be approved at least one week in advance. The early nights out are to start after 5:15 PM. You are expected to be in uniform and in your assigned area until 5:00 PM.

Substitutes:

On occasion it may be necessary for someone else to cover your duties. When need arises, a "night-out form" must be completed and the substitute must be age and ability appropriate. The normal signatures required for a night-out must be completed.
Camp Staff Uniforming:
The official uniform of Camp Hinds will be the Official Summer Scout or Scouter uniform as described below:

* The official short sleeve shirt with appropriate insignia properly placed.
* ONLY OFFICIAL SCOUT SHORTS may be worn.
* Official Scout Belt.
* Official Scout socks only. You may wear the new type Scout socks or the older knee-length socks. Please note that no other stockings will be worn over Scout socks. Shoes and Scout socks must be worn at all times except at the waterfront.
* Neckerchief and appropriate slide will be worn. You will be given one staff neckerchief. You supply the slide. All slides must be in good taste and be an appropriate addition to the Scout uniform.
* The only hat to be worn in camp is this year’s Official Camp Staff hat.
* Other clothing, jewelry, earrings, etc. shall not be worn without permission of the Camp Director.

CLASS “A” UNIFORM
The Official “Class A” camp uniform with staff neckerchief and staff hat will be worn for check-in Sunday afternoon, Friday visiting hours, campfire and closing ceremonies as well as to retreat and supper daily. Should you misplace your staff neckerchief or hat, you will be expected to buy a replacement in time for retreat and supper.

CLASS “A-minus”
In the case of extreme heat, the Camp Administration may declare the use of the Class “A-minus” uniform. This is the Class “A” uniform without the neckerchief.

CLASS “B” UNIFORM
During other parts of the day the “Class B” uniform may be worn. For a Class B uniform, a staff T-shirt or other official SCOUTING T-shirt may be worn in place of the Scout short-sleeve shirt. Staff hat is optional. However, if you wear a hat, it must be this year’s staff hat.

CLASS “C” UNIFORM:
On rare occasions when the temperature is extremely cold, the Camp Administration may designate the optional use of Class “C” uniform. The Class “C” uniform is similar to the class “B” uniform except the Scout Shorts are replaced by long Scout trousers. This is an optional work uniform and will not be used for ceremonies or other times when Class “A” is appropriate.

WATERFRONT:
While on lifeguard duty or working on the waterfront, a “conservative” bathing suit may be worn. (Jams and cut-offs are not appropriate for a Scout camp.) As with the other areas in camp, if you wish to wear a shirt it must be a Scout shirt or Scouting T-shirt. Only staff hats will be allowed on the waterfront.

KITCHEN UNIFORM:
The kitchen crew will wear clean and neat work clothes while in the kitchen. This includes long Scout pants and a Staff T-shirt or other Scouting T-shirt. When not in the kitchen, they will be in the same uniform as the rest of the staff.

When to wear:
While you are in camp you are expected to be in uniform. Civilian clothes are to be worn only in the privacy of your own cabin or on the way in and out of camp. You should not be hanging around the center of camp in civilian clothes waiting for your ride. If you happen to be in camp on your day-off, you are expected to be in uniform.

The camp policy is - If you are in camp, you are in uniform!

Only the Camp Administration will make exceptions to these policies.

Suggested Uniform:
* 2 Scout Shorts
* 1 Pair long Scout trousers (optional)
* 2 Short-sleeve Scout shirts
* 6 to 8 Scouting T-shirts (you will be given 1 staff shirt, others will be on sale at the trading post)
* 6 to 8 pairs Scout socks (either the new Scout socks or the older knee-lengths)
* Staff neckerchief (will be provided) with slide
* Official Scout belt
* Staff hat (will be provided)
Staff Areas:

As a general rule, youth staff will share quarters with other youth and adult staff will share quarters with other adults or their family. Living quarters will be defined as a tent, a single room cabin, or a room in a multi-room building. Therefore some cabins have been designated as youth quarters (for those under 18) and others have been designated as adult and family quarters (for those over 18):

**Youth Cabins**
- Byrd
- Chipmunk Point
- Condo 5
- Kennebec
- McMillan
- Pershing
- Presumpscot
- Tenney

**Adult & Family Cabins**
- Androscoggin
- Boone
- Chef's Cabin
- Condo #1 thru #4
- Health Lodge
- Peary
- Pine Tree
- Skid Ridge
- Wilderness

Any exception to the separation of youth and adults must meet the BSA youth protection guidelines. Before an exception will be made, a request must be made in writing by the parent or guardian of the youth staff members involved. Youth may stay in quarters with adults where two-deep leadership is present. Youth and young adults (18-20) may share a cabin as long as there is a minimum of three occupants at all times when the youth and young adults are both present.

You will be assigned quarters for the summer camp season. Your area will be reserved as a staff area and will be considered off limits to campers. DO NOT invite campers, leaders, or staff family members to your cabin. Your staff quarters is not the place to socialize with members of the opposite sex - that's what the staff lounge is for.

You will be responsible for maintaining CLEAN and NEAT quarters as well as the surrounding area (including under the cabinet).

Assignment to quarters are made by the Camp Administration at the staff orientation or on the first day of camp. These assignments are generally for the entire summer. If personality conflicts occur, and you feel a change is required, it must be arranged through the Camp Administration.

You are expected to sleep in your own quarters. On occasion, you may wish to sleep in someone else's quarters (perhaps all your roommates are on an overnight and you'd prefer not to stay alone), this generally is not a problem as long as the Camp Administration knows where to reach you in case of an emergency. DO NOT change quarters without permission.

The Camp Administration reserves the right to change your quarters as your job requires. For example, if you are assigned as a Den Leader or assigned to Provisional, you will be expected to move to that campsite for the duration of that assignment.

Open flames, candles, or liquid fuel lanterns will not be permitted in the staff quarters. We strongly request that you do not smoke in your quarters.

Because of the drain caused on the camp's electrical system, televisions and other appliances that draw large amounts of electricity are allowed only with special permission from the Camp Director.

Periodic inspections of staff areas may be conducted by the Camp Administration. A copy of the key or combination must be kept in the office to facilitate these inspections.

For your own protection, you should keep your quarters locked at all times. A combination lock is the best choice. In additions you may wish to keep valuables in a locked box or locked footlocker.

You are expected to respect the privacy and property of your roommates. Do not touch their belongings when they are not there.

**Taps:**

After taps has blown, it is the responsibility of each staff member to carry on in an orderly and quiet fashion.

Staff members under the age of 18 are expected to be in their OWN quarters by 10:30 PM. Exceptions can be made for special occasions. The Camp Administration has the final authority regarding lights out and/or silence in the staff lounge, and staff quarters. That means, if you are tired and/or run down, you can expect that you will be sent to bed earlier than 10:30 PM.

Quarters that have occupants under the age of 18, may NOT have visitors in their cabins after 10:30 PM.
Radios & Walkmen:
You may have radios in your quarters, but when campers or leaders are in camp, the volume must be kept low enough so that it can not be heard outside. Radios (including walkman's), tape players, CD players, electronic games, etc. are not allowed in the central area of camp, in program areas, or other places where campers can be found.

TV & VCR's:
VCR's are not allowed in any staff cabins. TVs are not allowed in cabins where staff members under the age of eighteen reside. TVs are not allowed in Provisional campsites. Adults may have TVs in their cabins only with Camp Director approval. There is a TV in the staff lounge for everybody's use.

Staff Lounge
A staff lounge is provided for your use during your time off. It will be closed directly after breakfast for cleaning. Generally speaking it is available for use during siesta and after 8:30 PM. Staff members under the age of 18, need to leave the staff lounge by 10:25 PM so they can be in their own quarters by 10:30 PM. Unless you have been given special permission by your area director, you should not be using the staff lounge during program time.

The lounge is divided into three rooms. The first room is for the 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.

Staff Recreation Area:
This summer a Staff Recreational Area will be set-up in the area behind the Rec Hall. Current plans include a few picnic tables, lawn chairs, a volleyball court and some flood lights. Other possibilities include horse-shoes or croquet. Additional ideas and help in setting up this area from the staff will be greatly appreciated.

Personal Cleanliness:
Staff showers are available for your use daily. Staff members will not use the camper's shower. Because of the limited hot water supply at the Health Lodge, these showers will be reserved for patients and the adult staff members who have been given specific permission.

Promptness:
Each staff member is required to be ON TIME for all meals, retreats, campfires, scheduled program activities, and instruction for which he/she is responsible. Unless assigned to other duties, each staff member is expected to be in his assigned program area during program hours (8:30-12:15, 2:15-4:35, 6:45-8:30). Staff members must not be in their quarters during program hours. The staff lounge is off-limits at these times without special permission from your area director or the Camp Administration.

Telephone:
Since there is only one business phone line into camp, and that line must be kept clear for emergencies and camp business, only the Camp Director can authorize personal use of the camp phone. The camp phone number is 655-4878. We have a pay phone available for the staff and adult leaders at the Rec Hall. Scouts may not use this phone without a note from their unit leader.

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 at the Trading Post. The mailing address for camp is:
Camp William Hinds, BSA
149 Plains Road
Raymond, Maine 04071

Staff as Role Models:
Believe it or not, every staff member will have a number of Scouts who will look up to and model them. Therefore, it is most important for all of us to live up to the Scout Oath and Law on a daily basis.

Staff Good Turns:
There are certain jobs that nobody wants to do, these include cleaning the staff bathrooms, staff showers, and the staff lounge. Each area will be assigned its turn to clean these facilities. These should be done directly after breakfast. Area Directors are responsible to assign individual staff members to do these jobs and to provide supervision as needed. Area Directors will also run staff swims as their Good Turns. Certain staff privileges (such as staff swims, nights out, and use of the staff lounge) may be withheld if an individual or group neglects to do their good turn.
**STAFF MEETINGS**

All staff are expected to be at all staff meetings. They are held at the following times:

* Daily at 5:40 PM in front of Pine Tree Cabin in Class "A" uniform.
* Sunday at 11:28 AM in the Dining Hall in Class "A" or Class "B" uniform depending on your Sunday assignment. Remember you are due back in camp at 11:15 AM.
* Friday directly after lunch. This includes moving tables.
* Friday night after the campfire. This includes moving tables. Pay checks will be issued at this meeting every other week.
* Staff with Saturday moving duty and Fun Pack Weekend Staff will meet Saturday morning directly after breakfast at the B-B Range. Breakfast will be at 7:30 AM followed by an 8:00 AM staff meeting.

**AREA DIRECTOR MEETINGS:**

Area Directors will meet weekly at 9:00 PM on Mondays at Pine Tree Cabin.

**CIT MEETINGS:**

Counselors-in-Training will meet weekly with the Camp Director at 7:30 PM on Mondays at Pine Tree Cabin.

**1995 CALENDAR:**

- **June 2-4:** Order of the Arrow Ordinal
- **June 4:** Staff Orientation
- **June 16-18:** Hinds Alumni Work Weekend
- **June 22:** Area Directors Report
- **June 23:** Camp Staff Reports
- **June 24:** O A work day
- **June 25-July 1:** Staff week
- **July 2:** Day Off
- **July 1-8:** Week 1
- **July 8-15:** Week 2 (Pathfinder)
- **July 16-22:** Week 3 (Pathfinder)
- **July 23-29:** Week 4 (Day Camp)
- **July 30-Aug 5:** Week 5 (Day Camp)
- **Aug 6-12:** Week 6
- **Aug 13-19:** Week 7 (Advancement Camp)
- **Aug 19:** Mormon Day Camp
- **Aug 19-Aug 21:** Put camp to bed (no weekend days-off)
- **Aug 23:** Last staff contract day
- **Dec 27:** Staff Re-union (Tentative)

**PAYDAYS:**

Staff will get pay checks on July 7, July 21, August 4, and August 23. Pay days for Fun Pack Weekend staff will be July 23 and August 13th. Final checks will not be issued until all your duties are completed.

**Trading Post:**

During Trading Post hours, staff members may purchase items but MUST wait their turn along with the campers. All sales are cash and carry - NO CHARGE ACCOUNTS - NO CREDIT. There will be no staff discounts. The Trading Post Manager, or substitute designated by the Camp Director are the only people authorized to make sales in the Trading Post, therefore staff members will not be allowed behind the counter or in the back room of the Trading Post.

**KITCHEN:**

The kitchen is off limits to everyone except for kitchen personnel, camp administration, and delivery persons. The bathroom (by state law) is for kitchen personnel only.

**FREEBIES:**

Each staff member will be given the following: 1 Staff T-shirt, 1 Staff neckerchief, 1 Staff hat. Extras will be on sale at the camp trading post on Thursday of staff week.

**STAFF ITEMS:**

Staff items are reserved for staff members only and may NOT be purchased for friends or relatives.

**DISCOUNT UNIFORMS:**

Staff members may purchase Scout uniform parts through the Council Office (125 Auburn St, Portland) at a substantial discount. If you need sizes not normally in stock, you should place your order before May 1st to ensure having your uniform in time for camp.

**STAFF JACKETS:**

Prior to camp you will receive a form that you can use to order Staff Jackets. Purchase of staff jackets is optional. The 1995 cost will be $21.00.
LAUNDRY FACILITIES:
There are no laundry facilities for staff use at camp. Staff members need to do their laundry at home on their day off.

PRACTICAL JOKES:
There is nothing practical about practical jokes! Our over all goal is to provide positive experiences for staff and campers alike. Nothing causes division and confrontations quicker than practical jokes - therefore, they will not be permitted at anytime.

REQUIRED PAPER WORK:
In order to receive pay checks, all staff members must:

sign a contract and return 2 copies

Provide proof of BSA registration
(photocopy of membership card)

Have a social security number

Complete W-4 form
(Employee's Withholding Allowance Certificate)

Complete I-9 form
(Employment Eligibility Verification Form)
and provide photocopies of supporting documentation:
1) Document that establishes identity
   (photocopy of one):
   Driver's License
   U.S. Military Card
   BSA Registration Card
2) Document that establishes Employment Eligibility
   (photocopy of one):
   Social Security Card
   Birth Certificate

Night out Form (If you are under 18)

WORK PERMIT:
If you are under 18 years of age, you are required to obtain a work permit. In most communities work permits can be obtained from the office of the Superintendent of Schools. You need to bring your birth certificate with you. The application for the work permit must be signed by a parent or guardian.

In order to stay in camp for more than two nights:

Health History (Must be signed this year)

Physician's Certification
Must be within three years if you are under 40.
Must be within one year if you are 40 or older.
WHAT TO BRING TO CAMP:

For staff week:
Enough Work clothes for 1 week (All clothing worn at camp must exhibit impeccable taste - clothing with wording or graphics that may be offensive MUST be left at home - A Scout is clean & courteous.)
At least one set that you can wear for painting and other dirty work
Insect repellent, sun screen
Staff Handbook
Pencils & Pens
Notebook

Clothing for staff week:
Work clothes will be worn most of the day.
Class "A" will be worn for dinner every day.
Class "A" or Class "B" will be worn for evening training sessions.
Class "B" with 1995 T-shirts will be worn Friday for staff day.

Optional - For Staff week:
Tools: (Hammer, screw-driver, pliers, staple gun, mallet)
Money to buy extra staff T-shirts, neckerchiefs, etc.

For the Entire Summer:
Photocopy of Medical form
Scout Uniform:
- Scout shorts (2 minimum)
- Scout trousers (1 minimum)
- Short sleeve Scout Shirts (2 minimum)
- Scout socks (6-8 minimum)
  - new socks for Sunday & Friday
  - new socks or knee-lengths other times
- Neckchief slide
- Official Scout belt
- Scouting T-shirts (6-8 minimum - Staff T-shirts will be on sale at trading post)

underwear
Extra shoes
Rain Gear
Flashlight with extra batteries
Pillow & Sheets and Blankets
(A sleeping bag is good for a weekend but not for eight weeks)
Swimsuit(s) & beach towels
Jacket or sweater

For Special Assignments and/or overnights
Sleeping bag
Cook kit and knife, fork & spoon

Optional Gear:
Camera, Film, Songbook
Money for Trading Post
Musical instrument
Insect Repellent (NO sprays Please)
Drinking Cup
Fishing Gear, Sun Tan Lotion
Stationery & stamps, pajamas
Bible or Prayer Book
Sports equipment (gloves, etc)
Small electric fan
Broom for cabin
Long Johns for cold days
Weird clothes for Theme days

LEAVE AT HOME
Long sleeve Scout shirts
Sheath knives
Fireworks, squirt guns
Firearms and ammunition, Bows & Arrows
Televisions & VCRs
Appliances (refrigerators, hot plates, heaters, etc)
Pornographic or questionable literature or posters
Pets
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
- S.2b - Woods tools/Totin' Chip

Tuesday Period 1 (8:45-10:35), Wed, Period 1 (8:30-9:20), Thurs, Period 2 (9:30-10:20)

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

Tuesday Period 1 (8:45-10:35), Wed, Period 2 (9:30-11:20), Thurs, Period 3 (9:30-11:20)

Session F:
- F.2 - Using a compass, complete orienteering course

Session G:
- S.4 - Participate in an approved service project

Session H:
- T.3a - Whip and fuse ends of a rope
- T.3b - Knots: two half hitches & tautline
- F.8a - Knots: Bowline
- F.7a - Knots: timber hitch & clove hitch
- square, shear, and diagonal lashings
- F.7b - Use lashing to make useful camp gadget

Session J:
- S.2c - Prepare tinder, kindling, and fuel for firebuilding

Session K:
- F.8b - Bandages for head, upper arm, collarbone, ankle
- F.8c - Transport by yourself and with help, a person
- F.8d - Signs of heart attack. Explain steps to CPR

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 with which they can be successful. Here are some sample first year schedules:

Scout 1
- Period 1: Basketry MB
- Period 2: Swimming MB
- Period 3: Basic Scout Skills

Scout 2
- Period 1: Mammal Study MB
- Period 2: Basic Scout Skills
- Period 3: Swimming Instructions

Scout 3
- Period 1: Roving 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

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 and 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 those 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 EXTRA 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.
**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 #26 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 laches requirements up through and including First Class.

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

**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.

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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)

**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.

**Camping:** Not available to first year Scout Campers. Need to complete requirement 6a & 6c before camp. Will be attending an overnight on Wednesday. Must have a backpack for the overnight. A tent would be helpful.

**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.

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

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

**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.

**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.

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

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

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

**1995 ONLY**

**1996 ONLY**

Please Duplicate this page for each Scout Family
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.

Astronomy: Available to Scouts 13 years old or older. Some night classes will be required including an overnight. Offered in 1995 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 1997 ONLY.

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

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.

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. Offered in 1996 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 signup. Offered in 1996 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.

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

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

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

Weather: 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
MERIT BADGES

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 cannot 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 1996 & 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 1995 and 1997. Recommended for older Scouts only.

BY APPOINTMENT:

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 1995 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 1995 and 1997. Recommended for older Scouts only.

Please Duplicate this page for each Scout family...
## Camp William Hinds - 1985 - 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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<tr>
<td>MON 8:30-9:20</td>
<td>Canoeing MB</td>
<td>Basketry MB</td>
<td>*Environmental Science MB</td>
<td>Camping MB</td>
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### BY APPOINTMENT BADGES - FOR OLDER SCOUTS

- **ADULTS:** Safe Swim & Safety Afloat Min 4:00 PM
- **Personal Fitness MB:** Bugling MB

Specialty merit badges offered to Scouts 13 or older will be announced at Breakfast on Monday.
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<tr>
<th>CAMP WILLIAM HINDE - 1996 - ADVANCEMENT SCHEDULE</th>
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**BY APPOINTMENT BADGES - FOR OLDER SCOUTS**

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</tr>
<tr>
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<tr>
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<td><strong>NATURE-CONS.</strong></td>
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<tr>
<td><strong>SCOUTCRAFT</strong></td>
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<td></td>
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**CAMP WILLIAM HINDE - 1997 - ADVANCEMENT SCHEDULE**

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Specialty Merit Badges offered to Scouts 13 or older will be announced at Breakfast on Monday.
CAMP HINDS 95-97 DAILY SCHEDULE

SUNDAY:
12:30 Scoutmaster & S.P.L.'s planning meeting at B-B Range
2:00 Cadogan Gate opens. The gate will be locked until 2:00 PM. (Please be prompt but not early).
2:00 Check-in, Medical re-check, Swim classification, Tour of Camp
2:00-3:00 Advancement sign-up for new Scouts & Provisional
5:45 Formal Retreat andwaiter'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 to Dining Hall

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

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Period</td>
<td>8:30-9:20</td>
<td>8:45-10:35</td>
<td>8:30-9:20</td>
<td>No Class</td>
<td>8:30-9:20</td>
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<tr>
<td>2nd Period</td>
<td>9:30-10:20</td>
<td>No Class</td>
<td>9:30-11:20</td>
<td>9:30-9:20</td>
<td>9:30-10:20</td>
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<tr>
<td>11:30-12:15</td>
<td>General Swim - Open Boating (Except Tuesday) - Adult leaders needed for lifeguards - Please help</td>
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<tr>
<td>12:00</td>
<td>S.P.L. Meeting behind the Rec Hall</td>
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<tr>
<td>12:10</td>
<td>Waiter's Call</td>
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<tr>
<td>12:25</td>
<td>Mess Call</td>
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<tr>
<td>12:30</td>
<td>Lunch (Cookout Wednesday)</td>
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<td>1:00</td>
<td>Campwide Good Turn</td>
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<tr>
<td>1:00</td>
<td>Siesta and troop quiet time in site (Staff &amp; Leader Swim)</td>
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<td>2:15-3:00</td>
<td>Troop Rotation Period</td>
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<tr>
<td>4:00-4:50</td>
<td>Activity Period &amp; Open Areas</td>
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<tr>
<td>5:00</td>
<td>(Staff &amp; Leader Swim)</td>
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<td>5:45</td>
<td>Formal Retreat &amp; Waiter's Call (5:40)</td>
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<tr>
<td>6:00</td>
<td>Dinner (Family Barbecue Friday)</td>
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<td>6:50-8:30</td>
<td>Evening Activity Period</td>
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<tr>
<td>9:00</td>
<td>Call to Quarters (All Scouts in their campsites)</td>
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<tr>
<td>9:25</td>
<td>Tattoo (All Scouts in bed)</td>
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</tr>
<tr>
<td>9:30</td>
<td>Taps (All Scouts - lights out and quiet)</td>
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FRIDAY
5:45PM 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>
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</tr>
</thead>
<tbody>
<tr>
<td>8:30-9:20</td>
<td>Merit Badge 1</td>
<td>Duty to God</td>
</tr>
<tr>
<td>9:30-10:20</td>
<td>Merit Badge 2</td>
<td>Merit Badge 1</td>
</tr>
<tr>
<td>10:30-11:20</td>
<td>Merit Badge 3</td>
<td>Merit Badge 1, Project Period</td>
</tr>
<tr>
<td>11:30-12:15</td>
<td>Cooking MR cookout</td>
<td>Troop Photos</td>
</tr>
<tr>
<td>12:00-12:15</td>
<td>Spl. Meeting</td>
<td>Troop Photos (Tues.)</td>
</tr>
<tr>
<td>12:15-12:30</td>
<td>Waiter’s Call</td>
<td>COOK-OUT LUNCH</td>
</tr>
<tr>
<td>1:00</td>
<td>Sirista (Staff Swim)</td>
<td></td>
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<tr>
<td>1:00-1:30</td>
<td>CPR (Monday)</td>
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</tr>
<tr>
<td>2:15-3:00</td>
<td>Troop Rotation 1</td>
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</tr>
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<tr>
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<td>Fishing MR</td>
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<td>8:30-8:50</td>
<td>Law MR</td>
<td>Black Powder Demo</td>
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<tr>
<td>9:00-9:15</td>
<td>Call to Quarters</td>
<td>Open Areas</td>
</tr>
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<td>9:30-9:45</td>
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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 4:30 to 4:50 activity period.

4PM TROOP SWIMS:
The 4PM swim will be Troop swims. Each troop will be responsible to supply a Staff Swim Defense, trained 21 year olds, 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 Tenny Point and the river side of Chipmunk point. Scouts may fish from rowboats during scheduled boating periods. Fishing is not allowed in the swimming area, the boating area or off the bridge. Scouts are not permitted to wade into the water while fishing. The Nature-Conservation area has some gear.
4 PM ACTIVITIES:
(4:00-4:50) During the late afternoon period on Monday through Thursday, several different kinds of activities can occur.

TROOP ACTIVITIES:(4:00-4:50)
Each troop may sign-up or schedule 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 4:00-4:30)
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: (5:30-8:30 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 1:30 PM to 2:15 PM. They also need to invite a guest from your troop.
CAMPWIDE EVENTS:
We will provide at least one campwide event during the week on Friday afternoon. The specific activity to be held during this time will be determined by a vote of the SPL's. Details of four pre-planned campwide events are given in the "Junior Leader's" section of this manual.

Additional campwide events may be planned on Tuesday or Wednesday evenings by the SPL's. Wednesday evening would be a good time for troops to get together for a ski campfire.

OTHER AWARDS:

Mile Swim, B.S.A.
Scouts are required to sign-up in advance. Pre-register by mail on the Advancement Registration Form. This activity meets at 4:00 PM Monday thru Thursday. All four sessions are required. Adults may also do the mile swim, but they do not need to sign-up in advance.

Swimming Instruction:
Swimming instructions are provided for learners and beginners. Meets daily during merit badge session #3. Sign-up is required. Pre-register by mail on the Advancement Registration Form. Scoutmasters should strongly encourage Scouts who are not swimmers to sign-up for swimming instructions. A certificate of completion will be issued.

Snorkeling, B.S.A
Not available to first year campers. Participants must have Swimming Merit Badge. Meets during merit badge session 1. Scouts are strongly encouraged to bring their own gear.

Polar Bear Swims:
Troops may arrange with the Program Director at the Sunday planning meeting to hold early morning 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.

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

FIREM'N CHIT:
Fire safety, through Basic Scout Skills area.

WORLD CONSERVATION AWARD:
Through Nature-Conservation Director.

BASIC C.P.R. COURSE:
Pre-registration 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 B.S.A. 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 Fingerpinting 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 bulls 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.

PROGRAMS FOR OLDER SCOUTS

B.S.A. 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 B.S.A. 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 B.S.A. 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 these same skills. Adults wishing to participate in this program must pay the full camper fee.

JUNIOR LEADER TRAINING:
The Junior Leader Training Conference is a six night, 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, PI, 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.

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.

Please duplicate this page for each Scout family.
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 up 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 $165.00.

1996 & 1997
If the program is successful in 1996, we expect to offer

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 paid Camp
Staff. There are also openings for Scouts who will be
15 by July 1st and are interested in becoming a
Counselor in Training. Call the Council Office at
(207) 797-5252 for an application form.

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. Camp, 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.

Please Duplicate this page
for each Scout Family.
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
6:15  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
8:30-9:20  Citizenship in Community MB - Rec Hall
9:00-10:20  Environmental Science (Double period)
9:30-10:20  Citizenship in the World - Rec Hall
9:30-10:20  First Aid MB - Council Ring
10:30-11:20  Environmental Science (Double period)
10:30-11:20  Advancement Seminar - Council Ring
10:30-11:20  Swimming MB
11:30-12:15  Advancement Seminar - Council Ring
11:30-12:15  General Swim & Open Boating
12:10  Waiter's Call
12:30  Lunch
12:30  Siesta
2:15-3:00  Forth Advancement Period
2:15-3:00  Emergency Preparedness - Tarp Behind Rec Hall
2:15-3:00  Personal Fitness MB - Rec Hall
2:15-3:00  Advancement Seminar - Council Ring
3:10-3:55  Fifth Advancement Period
3:10-3:55  Communications - Tarps behind Rec Hall
3:10-3:55  Personal Management MB - Rec Hall
3:10-3:55  Advancement Seminar - Council Ring
4:00-4:50  Troop Swim
4:00-4:50  (Staff Swim)
4:30  Formal Retreat
6:00  Dinner
6:50- dusk  Evening Advancement Period (Mon-Thurs)
6:50- dusk  Citizenship in the Nation (8:50-9:00) - Rec Hall
6:50- dusk  Open Areas
6:50- dusk  Campfire & Closing Ceremony
6:50- dusk  Troop meeting for Advancement paperwork
9:15  Taps
10:00  FRIDAY EVENING
5:45  Formal Retreat
8:00  Family Chicken B-B-Q
8:15  Taps
9:15  Troop meeting for Advancement paperwork

Please Duplicate this page for each Scout Family

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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.
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.
# 1995 ADVANCEMENT REGISTRATION FORM

**Name**

**District**

**Troop**

**Campsite**

**Week**

**Age**

## FIRST PERIOD (CIRCLE ONE)
- **OPEN TO ALL SCOUTS**
  - Athletics MB
  - Basketry MB
  - First Aid MB *
  - Leatherwork MB
  - Manual Study MB
  - Rowing MB
  - Swimming MB
  - Wilderness Survival MB
  - Woodcarving MB

- **FOR RETURNING SCOUTS**
  - Camping MB
  - Canoeing MB
  - Environmental Science MB
  - Lifesaving MB *
  - Rifle Shooting MB
  - Small-boat Sailing MB
  - Snorkeling BSA

- **OLDER SCOUTS ONLY**
  - Astronomy MB
  - Firemanship MB
  - Graphic Arts MB
  - Motorboating MB
  - Shotgun Shooting MB
  - FIRST YEAR SCOUTS

## SECOND PERIOD: (CIRCLE ONE)
- **OPEN TO ALL SCOUTS**
  - Basketry MB
  - Cooking MB
  - First Aid MB *
  - Leatherwork MB
  - Pioneering MB
  - Rowing MB
  - Swimming MB
  - Wilderness Survival MB
  - Woodcarving MB

- **FOR RETURNING SCOUTS**
  - Archery MB (Double Period 1 & 2)
  - Canoeing MB (Double Period 1 & 2)
  - Environmental Science MB (Double Period 1 & 2)
  - Lifesaving MB *
  - Rifle Shooting MB (Double Period 1 & 2)
  - Small-boat Sailing MB

- **OLDER SCOUTS ONLY**
  - Geology MB
  - Graphic Arts MB
  - Motorboating MB

## THIRD PERIOD: (CIRCLE ONE)
- **OPEN TO ALL SCOUTS**
  - Basketry MB
  - Cooking MB
  - First Aid MB *
  - Leatherwork MB
  - Manual Study MB
  - Rowing MB
  - Swimming Instructions
  - Swimming MB
  - Woodcarving MB

- **FOR RETURNING SCOUTS**
  - Archery MB (Double Period 1 & 2)
  - Canoeing MB
  - Environmental Science MB (Double Period 1 & 2)
  - Rifle Shooting MB (Double Period 1 & 2)

- **OLDER SCOUTS ONLY**
  - Graphic Arts MB
  - Shotgun Shooting MB (Double Period 1 & 2)
  - Water Skiing MB

## OTHER SESSIONS:
- BSA Lifeguard - All day - Everyday
- Basic CPR * (not certification) Mon 1:15-2:15 or 4:00-5:00 & Appointment
- Mile Swim - Mon thru Thurs 4:00 PM
- Fishing MB - Monday 7:00-9:45 PM
- Fingerprinting Merit Badge - Monday 7:00-9:00 PM
- Law Merit Badge - Monday 7:00-9:00 PM

This is to certify that I personally counselled the above named Scout, and I certify that he understands and meets the pre-requisites as described on pages 11 thru 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

**Name**

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

### PERIOD 1
(Period: Monday: 8:30-9:20, Tuesday: 8:45-10:35, Wednesday: 8:30-9:20, Friday: 8:30-9:20)

- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & compass
  - F:1 - Directions without a compass
  - Session C:
    - S:2b - Woods tools/ Totin' Chip

- **Session F:**
  - F:2 - Orienteering course

- **Session G:**
  - S:4 - Service project

- **Session D:**
  - T:10 - Poisonous plants
  - S:5 - 10 wild animals
  - F:6 - Identify 10 plants

- **Session H:**
  - T:3a - Whip and fuse
  - T:3b - Hitches & tatline
  - F:8a - Knots: Bowline
  - F:7a - Hitches & lashing
  - F:7b - Camp gadget

### PERIOD 2

- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & Compass
  - F:1 - Directions without a compass
  - Session C:
    - S:2b - Woods tools/ Totin' Chip

- **Session F:**
  - F:2 - Orienteering course

- **Session G:**
  - S:4 - Service project

- **Session D:**
  - T:10 - Poisonous plants
  - S:5 - 10 wild animals
  - F:6 - Identify 10 plants

- **Session H:**
  - T:3a - Whip and fuse
  - T:3b - Hitches & tatline
  - F:8a - Knots: Bowline
  - F:7a - Hitches & lashing
  - F:7b - Camp gadget

### PERIOD 3

- **Session A:**
  - T:8 - Buddy System
  - S:7 - Safe swim
  - T:5 - Fold American Flag
  - S:3 - Flag ceremony

- **Session B:**
  - T:4 - Rules for safe hiking
  - S:1a - Map & Compass
  - F:1 - Directions without a compass
  - Session C:
    - S:2b - Woods tools/ Totin' Chip

- **Session D:**
  - T:10 - Poisonous plants
  - S:5 - 10 wild animals
  - F:6 - Identify 10 plants

- **Session E:**
  - T:1a - First Aid
  - T:1b - Minor injuries
  - S:6a - Hurry Cases
  - S:6c - Object in eye

- **Session H:**
  - T:3a - Whip and fuse
  - T:3b - Hitches & tatline
  - F:8a - Knots: Bowline
  - F:7a - Hitches & lashing
  - F:7b - Camp gadget

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**Please duplicate this page for each Scout**

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EMERGENCY PROCEDURES FOR STAFF

LOST BATHER:
If the Aquatics staff deems that there is a lost or unaccounted for swimmer, the tower bell will be rung continuously until the camp siren begins or for one minute.

Upon hearing that signal, the Camp Office will sound a continuous sixty second blast on the siren.

A runner from the waterfront will report immediately to the Camp Director at the Council ring with the buddy tag of the lost bather.

All Scouts and Leaders will report to the Council Ring for a roster check.

The Health Officer and Ranger will assist and report to the Buddy Boards. If the Health Officer has any patients in the Health Lodge, he must notify the Camp Director.

The Rifle Range Director, the Clerk/Receptionist, the cook, and the assistant cook will remain on post.

The cook will send the kitchen crew to the waterfront when possible.

All other staff will immediately report to the waterfront and await directions from the Aquatics Director.

The Aquatics Director will immediately begin a search, positioning searchers at arms length on shore and sweeping the entire area as per Boy Scout guidelines.

FIRE:
In the event of a fire, two runners will be sent to the Camp Office with the LOCATION, SIZE, and TYPE (brush, building, vehicle, etc.) of the fire.

The Camp Director or his representative will immediately sound a wailing series of blasts on the siren.

All Scouts and Troop Leaders will report IMMEDIATELY to the council ring for a roster check.

Unless the fire is in their building, the Health Officer, the Clerk/Receptionist, the cook and the assistant cook will remain at their post.

A call to the Raymond Fire Department will be made (655-4515) from the Camp Office. The caller will state:
THIS IS CAMP WILLIAM HINDS BOY SCOUTS CAMP ON PLAIN'S ROAD.
WE HAVE A (TYPE) FIRE AT OUR CAMP. PLEASE SEND A TRUCK.
SOMEONE WILL MEET YOU AT THE CAMP ENTRANCE TO GUIDE YOU TO THE FIRE.

He/she will stay on the phone until the Fire Department hangs up.

The Camp Ranger will be the Camp Fire Warden, and will guide the fire trucks to the fire spot. In his absence, the Camp Director will assign a replacement.

All other staff will following the “Wavy-signal Procedure”.

NO vehicles will be allowed on any camp road during a Fire Alert.
Wavy-Signal Procedure:

The Rifle Range Director shall secure the Range. When the range has been closed, he will report to the camp road, where he will instruct any incoming non-emergency vehicles to park in the parking lot. He will make sure the Cadigan gate is open.

The Archery Director shall secure his area and make a check of Wilderness Campsite and then report to the Council Ring. The campsite check should include a check of the latrine, all tents and shelters to make sure everyone is out of the campsite.

The Scoutcraft Director along with his assistants will follow a similar procedure with West, Ridgeway and Dan Beard Campsites and the Staff & Leader’s shower house. They will then report to the Council Ring.

The Nature Director will follow a similar procedure, along with his assistants checking; the camper shower house and MacMillan and Pershing Campsites before reporting to the Council Ring.

The Craftshop Director will follow a similar procedure along with his assistants checking; Baden-Powell, Patrick, and Byrd Campsites. Then Report to the Council Ring.

The kitchen crew will follow a similar procedure, checking; Bailey, Tenny, Brownsea, Siple, and Maguire Campsites.

The Aquatics staff will clear the swimming and boating areas following normal procedures and then report to the Council Ring.

Provisional Staff will follow the procedure for units.

Basic Scout Skills Staff will report to the Council Ring gate to serve as runners as needed.

Counselors-in-training should following the procedure for the area to which they are assigned.

The Assistant Ranger should remain with the Ranger if he is with him, otherwise he should run to the Council Ring.

All other staff members report directly to the Council Ring.

SEVERE STORMS AND/OR LIGHTNING

All Scouts and Leaders report immediately to Troop Campsite, unless otherwise requested by a Senior Staff member.

Avoid open fields.

Aquatics areas will be closed for thirty minutes from the last lightning flash. When the area is secured, the waterfront staff should report to the Rec Hall unless instructed otherwise by the Camp Administration.

All watercraft report back to shore immediately.

Further instructions if necessary will be issued by the Camp Director.
EXTREME HEAT:

In the event of extreme heat, the Camp Director in conjunction with the Health Officer will declare a heat emergency.

All strenuous activities (extended hikes, ball games, etc.) will be cancelled. Other activities will continue as scheduled at a easy pace.

Adult leaders will be advised of symptoms to be on the watch for.

Heavy and/or dark clothing will be discouraged. Fluid intake will be increased.

LOST CAMPER:

If a unit leader deems a Scout to be lost or unaccounted for, he will report the situation to the Camp Director. He will at the same time be prepared to present a description of the lost Scout.

The Camp Director or his representative will sound a waving series of blasts on the siren.

All Scouts and Troop Leaders will report IMMEDIATELY to the council ring for a roster check.

The Health Officer, the Clerk/Receptionist, the cook and the assistant cook will remain at their post.

All other staff will follow the "Wavy-signal procedure".

The Health Officer will be advised, and will pull the lost Scout's Medical Record and note any necessary information.

If needed, a systematic search of the camp will be instituted by the Camp Director including a search by vehicle of the surrounding roadways.

The local authorities will be notified by the Camp Director if and when it is deemed necessary.

EARTHQUAKES, FLOODS, and other emergencies not specifically listed:

The Camp Director or his representative will sound a waving series of blasts on the siren.

All Scouts and Troop Leaders will report IMMEDIATELY to the council ring for a roster check.

The Health Officer, the Clerk/Receptionist, the cook and the assistant cook will remain at their post.

All other staff will follow the "Wavy-signal procedure".
LOST BOATERS:

If the Aquatics staff deems that there are lost or unaccounted for boaters, a runner will be sent to the Camp Office with their buddy tags.

The Camp Director or his representative will sound a wailing series of blasts on the siren. The runner will then be sent to the waterfront to advise the Aquatics staff of the situation.

All Scouts and Troop Leaders will report IMMEDIATELY to the council ring for a roster check.

The Health Officer, the Clerk/Receptionist, the cook and the assistant cook will remain at their post.

The Aquatics staff will close their areas following normal procedures. Designated Aquatics staff will man the motorboat. The Aquatics Director and the remaining Aquatics staff will report to Chipmunk Point.

All other staff will follow the "Wavy-signal procedure".

The Camp Director will send other staff members to Chipmunk Point as needed. The Aquatics Director will begin a systematic search of the lake and river utilizing the motorboat and canoes as needed.

A Health Officer will be advised, and will pull the lost Scout's Medical Record and note any necessary information.

All other staff will follow the "Wavy-signal procedure".

A description of the lost boaters will be obtained from the Unit Leaders and the local authorities will be notified by the Camp Director if and when it is deemed necessary.

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.

FATALITY:

Camp Director (Camp Office) to be notified immediately.

Area to be closed off to all Scouts, Leaders, Staff, and outsiders.

The Camp Director will initiate procedure as outlined in National Policy.

REPORTERS AND THE MEDIA:

If for any reason a member of the media is in camp asking questions, they should be referred directly to the Camp Director. The Camp Director is the official spokesman for the camp, and he alone will respond to the media.
MEDICAL EMERGENCIES IN CAMP
(Medical Emergency Response Plan)

In the event of a minor injury requiring medical treatment, the injured individual should be escorted to the Health Lodge by a leader or buddy. In situations where the injured individual cannot walk to the Health Lodge, two runners should be sent to the Health Lodge to get the Health Officer. If the Health Officer is not in the Health Lodge, his/her whereabouts will be indicated on the wheel at the front door.

The Health Officer will be escorted to the injured individual and will treat him/her according to the standing orders. Should further medical attention be required, the Health Officer shall consult with the Camp Director (or his designee) and determine the appropriate follow-up. Transport by Raymond Rescue, transport to the hospital by unit leaders, transport to the doctor's office by unit leaders, or telephone consultation with the Camp Physician are all possible follow-up procedures. In all cases the parents and unit leaders will be notified. When transport is required, the medical form, a copy of the letter of agreement with the health care provider, a first aid kit and fire extinguisher must accompany the injured individual.

All medical treatment will be recorded in the Health Lodge logbooks. The Health Officer will complete report forms for any injury requiring state reporting and will forward these to the Camp Director. The Camp Director will complete the processing within 72 hours of the injury.

For injuries involving blood, appropriate information will be recorded in the designated responder files and all guidelines in the Bloodborne Pathogens' Exposure Policy will be followed.

BLOODBORNE PATHOGENS' EXPOSURE POLICY

Exposure Determination:
The following employees of Pine Tree Council, SSA at Camp William Hinds may incur occupational exposure to blood: Camp Health Officer (Nurse or EMT) and Assistant Health Officers (Nurse or EMT).

The Emergency Medical Responder will be the Camp Health Officer or any Assistant Health Officer under contract for that job. In the absence of a Health Officer or Assistant Health Officer under contract, the person on duty will contact Raymond Rescue at 911 after consulting with the Camp Director or his designee.

Implementation Schedule and Methodology

Compliance Methods:
"Universal Precautions" will be observed at Camp Hinds. All blood or other potentially infectious material will be considered infectious regardless of the perceived status of the source individual. Printed copies of "Universal Precautions" will be given to each employee designated to deal with blood, and there will be a yearly workshop prior to the opening of camp reviewing in detail the elements of "Universal Precautions".

Latex gloves, eye goggles or eye protection, mouth pieces or mouth barrier devices for CPR, and antiseptic are kept at the Health Lodge and in each first aid kit supplied by the camp. The Health Officer will assess the inventory of these kits weekly.

Hand washing facilities are available in the Health Lodge, bathrooms, and at or near each latrine.
Sharps:
Sharps are objects capable of causing puncture wounds or cuts and include items such as hypodermic needles, syringes and lancets. They must be placed in a well marked, rigid, leak and puncture resistant container.

Work Area Restrictions:
Food and beverages are not kept in refrigerators, freezers, shelves and cabinets or on counter tops where blood or other potentially infectious materials are present.

Specimens:
Not Applicable.

Contaminated equipment:
Any body fluids that are spilled (vomit, urine, etc.) by any person should be wiped up with a 1 to 10 dilution of bleach while wearing rubber gloves.

Personal Protective Equipment:
Latex gloves are provided to employees designated to provide first aid. In addition masks, eye protection, face shields, gowns, aprons, and shoe covers will be available in the Health Lodge for designated emergency responders in the event of gross contamination. Utility gloves are provided to employees designated to clean blood spills.

The Council Ranger is responsible for purchasing latex gloves and purchasing and distributing utility gloves as needed. The Health Officer is responsible for distributing latex gloves.

Scouts who have blood on their clothing shall remove contaminated clothing and put on clean clothing as soon as possible. Contaminated clothing will be placed in a leak proof plastic bag, sealed, and sent home with the parent.

All contaminated surfaces will be decontaminated with bleach IMMEDIATELY after any spill of blood. Waste baskets are lined with leak proof plastic bags. Blood soaked gauze, tissue and bandages, etc. are placed in waste baskets. The Health Officer removes entire plastic bag, ties it, double bags it, and has it placed in the dumpster.

Regulated waste disposal:
All contaminated sharps shall be discarded as soon as feasible in sharp containers which will be located in the Health Lodge. At the end of the season, or when the sharps container becomes full, the sharp container will be brought to a local hospital for disposal.

Laundry Procedures:
As noted above, contaminated clothing will be placed in a leak proof plastic bag and sent home. Bedding and other clothes materials belonging to the camp will be placed in a leak proof plastic bag while waiting to be laundered. It will then be soaked and rinsed by the Health officer utilizing a 1 to 10 dilution of bleach and then laundered in the usual manner.

Hepatitis B Vaccine:
All employees of the Pine Tree Council, BSA who have been identified as designated emergency responders are offered the Hepatitis B vaccine, at no cost to the employee. The vaccine will be offered within 10 working days of an initial assignment with work involving the potential for occupational exposure to blood or other potentially infectious materials. An employee who has previously had the vaccine may wish to submit to antibody testing which shows the employee to have sufficient immunity.

Employees who decline Hepatitis B vaccine must sign a waiver.
Post-Exposure Evaluation and Follow-up

Following a report of an exposure incident, Pine Tree Council, BSA will make immediately available to the exposed employee a confidential medical evaluation and follow-up including:

a. Documentation of the route(s) of exposure, and the circumstances under which the exposure incident occurred.

b. Identification and documentation of the source individual.

c. The source individual blood shall be tested as soon as feasible after consent (by Scout's parent) is obtained in order to determine HBV and HIV infectivity. If consent is not obtained, the Pine Tree Council, BSA shall establish that legally required consent cannot be obtained.

d. Results of the source individual’s testing shall be made available to the exposed employee, and the employee shall be informed of applicable laws and regulations concerning disclosure of the identity and infectious status of the source individual.

e. The employee will have blood collection for HBV and HIV as soon as feasible after consent has been obtained.

f. If the employee consents to baseline blood collection, but does not give consent at the time for HIV serology testing, the sample will be preserved for at least 90 days. If within 90 days of the exposure incident, the employee elects to have the baseline sample tested, such testing will be done as soon as feasible.

g. Post-exposure prophylaxis, when medically indicated, will be provided.

Record Keeping:

All records required by the OSHA standard will be maintained by Pine Tree Council, BSA.

Dates:

All provisions required by the standard will be implemented by the opening of camp.

The Pine Tree Council, BSA will provide Bloodborne Pathogen Exposure training and administer the Hepatitis B vaccine under the direction of the Camp Physician.

All camp employees will receive annual training prior to the opening of camp. This training will include an explanation of the following:

- The OSHA standard for Bloodborne Pathogens
- Epidemiology and symptomatology of bloodborne diseases
- Modes of transmission of bloodborne pathogens
- The exposure control plan
- Procedures which might cause exposure to bloodborne pathogens
- Control methods used by Camp Hinds
- Personal Protective Equipment (PPE) and its use
- Who to contact with problems/exposures/questions
- Post exposure evaluation and follow up
- Signs and labels used in the health lodge
- Hepatitis B Vaccine program
HAZARDOUS MATERIAL SPILL:

In the event of a hazardous material spill on camp property two runners will be sent to the camp office.

The camp ranger and his assistant will mark off the area and keep it clear until the arrival of an Emergency Response Team.

If evacuation seems likely, the Camp Director or his representative will sound a wavering series of blasts on the siren.

* All Scouts and Leaders will report IMMEDIATELY to the council ring for a roster check.
* The nurse, the clerk/receptionist, cook, and assistant cook will remain at their posts.
* All other staff will follow the “wavy-signal” procedure.

If evacuation is necessary, the staff will help organize and lead the troops on foot, either up the camp road or out the Tenny River road to a safe destination.
John E. Leighton, Jr., EMT-I

To: All Staff

From: Health Services

Date: June 1, 1995

Subject: Heat Related Illness

Now that the warmer weather and higher humidity are here, it is important that we all be aware of the potential for heat related illnesses. There are four types of adverse physical reactions to excess heat and humidity: 1. **Heat Syncope** (fainting or near fainting caused by overheating), 2. **Heat Cramps** (tightening, cramps and spasms of active muscles), 3. **Heat Exhaustion** (early symptoms are dizziness, weakness, exhaustion, nausea and vomiting), 4. **Heat Stroke** (an acute medical emergency with extremely high fever of 106 to 108 degrees). All heat-related illness is preventable if proper measures are taken. Below is a list of measures for prevention of heat exhaustion/stroke.

1. Exercise preconditioning, heat acclimatization, and water replacement are the most important factors.
2. Lightweight, loose, cool clothing should be worn.
3. Athletes are at special risk and occasionally require increased extra water intake.
4. Cool and cold water should be available, since it is absorbed more quickly from the stomach.
5. Salt and calcium tablets are of no benefit. If enough water is consumed, the body automatically conserves salt and calcium, so it is not necessary to give tablets.
6. Commercial electrolyte solutions are not harmful and may be used if desired. They are no more effective than water.
7. People who sweat a lot should salt their food more liberally.
8. Predisposing conditions that make a child more likely to develop heat illness are as follows:
   a. Cystic fibrosis
   b. Vomiting or diarrhea
   c. Fever from any cause, even an immunization
   d. Obesity
   e. Voluntary water restriction

Please contact the health department with any questions.
Child abuse has become one of the most significant social problems facing our nation. As a Boy Scout leader, you must have basic knowledge about child abuse and the youth protection policies of the Boy Scouts of America.

Guiding the youth protection program is the Boy Scouts of America’s five-point strategy to prevent child abuse:

1. Educate Scouting volunteers, parents, and Scouts themselves to aid in the detection and prevention of child abuse.

2. Establish leader-selection procedures to prevent offenders from entering the BSA leadership ranks.

3. Establish policies that create barriers to child abuse within the program.

4. Encourage Scouts to report improper behavior in order to identify offenders quickly.

5. Remove and report alleged offenders swiftly.

While this brief orientation will introduce you to the youth protection program of the Boy Scouts of America, you are strongly encouraged to participate in the more extensive “Youth Protection Guidelines: Training for Volunteer Leaders and Parents.” Upon completing it, you will have satisfied a prerequisite for participating in many council and national Scouting events or programs.

It is important for you to know that anytime child abuse is suspected in Scouting, the Scout executive must be contacted immediately. The Scout executive in each council has established contacts with the local child protective and law enforcement agencies. He knows the proper procedures to follow to ensure that children will be protected from any possible further abuse.

Background Information on Child Abuse

By definition, child abuse is harm to a child that occurs immediately or through accumulated effects over time. When the harm is caused by withholding life’s necessities from a child it is classified as NEGLECT. The ability to provide such necessities as food, clothing, education, and medical care but failing to do so is the factor separating neglect from the effects of poverty.

There are three additional kinds of child abuse caused by commission of acts against the child—emotional abuse, physical abuse, and sexual abuse.

EMOTIONAL ABUSE occurs when the child is consistently told that he is no good and never will be. Denigrating name-calling is a form of emotional abuse. Because the physical signs of this form of abuse are subtle, it is difficult to substantiate emotional abuse.

PHYSICAL ABUSE is the bodily injury of a child by the child’s parent or caretaker. Indicators of physical abuse include unexplained injuries, unusual injuries, or repeated injuries.

SEXUAL ABUSE is any sexual activity between a child and an adult, or between children, where there is an unequal distribution of power, such as when one is significantly older or larger. Indicators of sexual abuse include pain in the genital areas, sexually transmitted diseases, and difficulty in walking or sitting down. There are also some specific behaviors that are associated with sexual abuse such as age-inappropriate understanding of sex; preoccupation with sex; inappropriate sex play; sleep disturbances; wearing lots of clothing; especially to bed; and fear of being left alone with a particular person.

Child abuse is also a cause of stress, as are any number of other events in a child’s life such as family disruption and divorce, loss of a pet, and problems in school. This stress may cause reactions such as bed-wetting, crying for no apparent reason, immature or regressive behavior, clinging behavior, aggressive behavior, withdrawal, substance abuse, inability to concentrate, unexplained aches and pains, running away, and depression. If any of these persist over a prolonged period, there is reason to be concerned and the behavior should be looked into.
BOY SCOUT-AGE BOYS

Boy Scout-age boys (10- to 17-year-olds) sustain major transitions in their physical and emotional development which may cause episodes of depression, aggression, sudden mood shifts, withdrawal, immature or regressive behavior, and other behaviors associated with stress. Some of the changes experienced by this age youth make the child vulnerable to abuse as well.

Puberty occurs during the early part of this period. Puberty brings not only physical maturation, but also causes emotional changes and changes in social relationships. It is almost the paradox of youth that adolescents are expected to seek greater independence and autonomy while adults are appropriately concerned about setting boundaries to that independence. This can lead to conflict between adolescents and adults that can escalate into abusive situations—both emotional and physical. The desire for independence may also discourage an adolescent from seeking assistance from adults when a decision made by the youth has harmful results.

Peer groups become important in the life of an adolescent. As he strives to become more independent from parental control, the adolescent becomes more involved with friends—often a group of friends who have a strong influence over decisions he makes.

Child Abusers—Who Are They?

By far, the element most common to child abusers is that frequently they are a member of the victim’s family. Other than this, abusers tend to defy any kind of orderly profile that would facilitate their easy identification. There are some general traits associated with abusers. Child abusers tend to be individuals with low self-esteem. Their own needs are so overwhelming that they are poorly equipped to meet the needs of their children. Ignorance about children and children’s needs is also a factor in some child abuse cases. Often, children who are neglected have parents who abuse drugs or alcohol. Emotional abusers may have unrealistic expectations of the child and malign the child when the child fails to meet those expectations.

Physical abuse can occur when the pressures experienced by the caretaker or parent seem to be insurmountable and the child does something that “triggers” physical violence—the proverbial straw that broke the camel’s back. Physical abuse can also happen when physical punishment becomes extreme or exaggerated. Often, physical abuse can be avoided when the individual realizes the need for time out and has someone to provide respite care of the child.

CHILD MOLESTERS

Individuals who sexually abuse children are known as child molesters. Just as with other kinds of abusers, child molesters do not fit into any convenient profile. Most child molesters appear to be ordinary people. It is not unusual for a child molester to occupy a position of respect in the community. Child molesters may be professionals such as physicians, school teachers, clergymen, or public officials. It is often difficult to accept the notion that such prominent individuals violate society’s taboos and engage in sexual activity with children.

Youth Protection Policies of the Boy Scouts of America

An important component of the youth protection strategy of the Boy Scouts of America is the adherence to the policies which ensure that children participating in Scouting are safe from abuse.

LEADERSHIP

The Boy Scouts of America takes great pride in the quality of adult leadership. There have been many instances in which the standards for adult registration have been challenged, and each time these standards have been upheld. Being a registered leader in the BSA is a privilege, not a right.

One tool that has been provided to chartered organizations is the adult leader application. The application requests background information that should be
checked by the unit committee or chartered organization before accepting the applicant for unit leadership. We all realize that there is no sure way to detect a child molester—or, for that matter, any kind of child abuser—in advance of attempted or actual abuse. We can minimize the risk by learning all we can about the individual seeking a leadership position—his or her experience with children; what motivates the individual to want to be a Scout leader; and how he or she would handle discipline. We can also convey the message that Scouting is a hostile environment for individuals who want to abuse children. By getting this message across, would-be abusers will be discouraged from trying to participate in Scouting.

Our system requires that a unit leader selection committee notify the Scout executive anytime they turn down an applicant because of questionable conduct discovered through their background check. In this way the individual can be prevented from becoming involved in another unit.

CREATING EXTERNAL BARRIERS

After selecting the best possible leaders, further protections for children can be structured into the program. The following policies have been adopted to provide additional security for youths in the 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 leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities. This requirement applies to the activities of the Order of the Arrow as well as provisional unit activities.

- **No one-on-one contact.** One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youths.

- **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 and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.

- **Separate accommodations.** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females, and when separate facilities are not available, times for male and female use should be scheduled and posted.

- **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.

Adherence to these policies not only enhances the protection of our membership, but ensures that the basic values of Scouting are preserved. Local councils are prepared to assist units to develop strategies for implementing these policies. For example, leadership can be shared between units if two-deep leadership is a problem. All of these policies are designed to create barriers to abuse within Scouting.
HELPING THE CHILD RESIST

When a child feels threatened with the possibility of being sexually abused, he needs to know that any resistance on his part will be sufficient to discourage most child molesters. This is part of the message that the Boy Scouts of America includes in youth protection education programs for members and their families.

The Three R's of Youth Protection

Members of the Boy Scouts of America are taught the Three R's of Youth Protection. This stresses that the child needs to RECOGNIZE situations that place him at risk of being molested, recognize how child molesters operate, and recognize that anyone can be a molester. The child needs to know that if he RESISTS, most child molesters will leave him alone. And, if the child REPORTS attempted or actual molestations he will help protect himself as well as other children from further abuse, and he will not be blamed for what occurred.

The Child's Bill of Rights

Specific resistance methods are emphasized in the Child's Bill of Rights. This teaches that when a child is confronted with a situation that he thinks is dangerous, he has the right to:

- Run, scream, make a scene
- Physically fight off unwanted advances
- Ask for help

The Three R's of Youth Protection and the Child's Bill of Rights are introduced in the removable supplement, "How to Protect Your Children from Child Abuse and Drug Abuse: A Parent's Guide," found in the front of every Boy Scout Handbook. In addition, there is a chapter on youth protection in the recent edition of the Boy Scout Handbook as well as a similar section in the Scoutmaster Handbook. The BSA has produced a video, "A Time to Tell," for use at troop and Varsity team meetings.

Disclosure

Considering the prevalence of abuse and the educational programs that increase children's awareness of sexual molestation, you may someday have a member of your unit tell you that someone has molested him. If this happens, you must be prepared to help the child. Follow the guidelines below if a child indicates that he or she may have been the victim of abuse or exploitation:

DON'T panic or overreact to the information disclosed by the child.

DON'T criticize the child.

DO respect the child's privacy. Take the child to a private place away from other children, yet still in view. Reassure the child that you are concerned about what happened to him and that you would like to get him some help. Do not promise to keep his secret, as it will be necessary to make a report to the Scout executive. The Scout executive will advise you of your responsibility to report to child protective services or to a law enforcement agency. You may want to ask if he has talked with his parents about the abuse—if a parent was not the alleged abuser.
DO encourage the Cub Scout, Boy Scout, Varsity Scout, or Explorer to tell the appropriate authorities. You may do this by making sure that the child feels that he or she is not to blame about what happened. Tell the child that no one should ask him or her to keep a special secret and that it is okay to talk about what happened with appropriate adults.

DO keep it strictly confidential. Take your guidance from the Scout executive or the child protection authorities to whom you reported. Discussing allegations of child abuse with others is not helpful to the child.

**Reporting Requirements**

Anytime you suspect child abuse in Scouting, you are required to inform the Scout executive.

Each of the 50 states, the District of Columbia, and the U.S. territories have different reporting requirements. Many of these jurisdictions require child care professionals to report suspected child abuse, and in some states reporting laws have been interpreted to require reporting by adults in volunteer child care positions. You should be aware of your reporting responsibilities. This information is available from your local council.

No state requires that the person making the report have proof that abuse has occurred prior to making the report, only that it is suspected. The intent of most state laws is clear—they expect suspected child abuse to be reported as soon as it is suspected. Failure to do so may result in civil or criminal penalties.

Concern is often expressed over the potential for criminal or civil liability if a report of abuse is made that subsequently is found to be unsubstantiated. All states provide immunity from liability to those who report suspected child abuse. The only requirement that states make is that the report be made in good faith. Some states make the presumption that a reporter is making the report in good faith.

As a volunteer in Scouting, you are cautioned that you are not an investigator and that the investigation of allegations of abuse is best left to trained professionals. Reports of suspected child abuse can be investigated by working through the Scout executive, who has established a working relationship with local administrators of child protective services and law enforcement agencies.

The Boy Scouts of America will not tolerate any form of child abuse in Scouting and will take all necessary steps to remove any offenders from membership in the BSA.
Summer camp is an important part of the program of the Boy Scouts of America. It is in the camp atmosphere and in the outdoor program that the character building and citizenship purposes of the Scouting program are best taught. It is also at camp that the responsibilities for caring for the Cub Scouts, Boy Scouts, Varsity Scouts, and Explorers becomes a 24-hour-a-day duty.

Members of the Boy Scouts of America come from all kinds of backgrounds, and they bring their experiences to camp with them. In meeting your leadership responsibilities, you may be confronted with situations that are alien to your experience. You may be unsure how to resolve them. Child abuse is one such situation, and regardless of your background, you are responsible for the physical and emotional safety of those in your care. Be a source of strength and help to the Scouts in your camp.

Reporting Child Abuse and Sexual Exploitation

Child abuse is a crime against youth. Child abuse can involve the mental, physical, and sexual victimization of children. Most camp staff and unit leaders are not trained to make judgments about whether a child has been a victim of any kind of child abuse. The Boy Scouts of America has made it a policy that the Scout executive of each council as well as key members of the professional and volunteer staff become familiar with child abuse and its various manifestations. It is the responsibility of the Scout executive to identify the reporting requirements in the state(s) in which the council operates and to establish the council’s reporting policy accordingly.

If you suspect that a child in camp is a victim of child abuse, you must report this to your camp director or program director. They will discuss your suspicions with you and possibly talk to the child. In most states, persons with knowledge of suspected child abuse are required to report the case to the child protective services agency. Failure to report may carry criminal penalties. All states provide immunity from prosecution for reporting suspected child abuse in good faith. Your camp director will be able to explain these responsibilities to you.

Detecting Sexual Molestation

Some forms of abuse may not leave obvious physical evidence. There are, however, behavioral signs that may indicate abuse. This is especially true of children who have been sexually molested. You should be alert to these signs of sexual abuse:

- Changes in behavior, extreme mood swings, withdrawal, fearfulness, and excessive crying.
- Bed-wetting, nightmares, fear of going to bed, or other sleep disturbances.
- Inappropriate sexual activity or showing an unusual interest in sexual matters.
- Regression to infantile behavior.
- Pain, itching, bleeding, fluid, or rawness in the private areas. These problems should be attended to by a physician or nurse.
- A fear of certain places, people, or activities—especially being alone with certain people.
What to Do

At some point, a youth in your care may tell you that someone has molested him. If this happens, we want you to be prepared to help the child. Follow the guidelines below if a child indicates that he or she may have been the victim of abuse or exploitation:

- **DON'T** panic or overreact to the information disclosed by the child.
- **DON'T** criticize the child.
- **DO** respect the child's privacy. Take the child to the camp office, away from other Scouts. It is important that you discuss the child's situation only with the camp director and camp nurse, who will discuss the situation with the Scout executive and with the child protective services agency in your state. It should not become the topic of conversation in the staff lounge. Camp is a hard place to keep information confidential. Your Scouts should not become the subject of camp gossip.
- **DO** make sure that the child feels that he is not to blame about what happened. Tell the child that no one should ask him to keep a special secret and that it is okay to talk about what happened with appropriate adults. Try to avoid repeated interviews about this incident. This can be very stressful for the child.

Precautions Against Accusations of Sexual Abuse or Exploitation

Child abuse is a serious criminal offense. As a camp leader with the responsibility for caring for children, you may be placed in sensitive situations making you vulnerable to charges of child molestation. If you take these simple precautions, however, you need not be afraid of groundless accusations.

- Have other leaders present when supervising showers, changing into swimming suits, and other circumstances in which the child may be dressing or undressing.
- Respect the privacy of the child. Do not become intrusive in such areas as bodily functions more than is necessary to monitor the health and safety of the child.
- The child has the right to reject displays of affection if he feels uncomfortable about them. Not every child comes from a background in which affection is openly displayed. Respect the child's wishes.
- Protect your own privacy. In some camp living situations, camp staff live with their campers. There will be a natural curiosity about boyfriends or girlfriends, personal relationships, and with some of the older campers, sexual activity. You should use common sense in discussing these subjects with your campers, and keep private the details of those areas of your life that are nobody else's business but your own.

Sexual exploitation should not be confused with physical contacts that are true expressions of affection. A warm and healthy relationship can exist between the camper and camp staff if staff members respect the child and place reasonable limits on their physical interaction.
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.
Activites 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.
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RECOMMENDED PROCEDURES FOR EMERGENCY CARE
PURPOSE OF GUIDE

The purpose of this guide is to aid school personnel in taking quick and effective action in case of sudden illness or injury from accident at school. Recognizing that it is important to prevent accidents or illness when humanly possible, the school should, nevertheless, be prepared to give first aid emergency care when necessary. Procedures outlined in this guide are not a substitute for professional care.

"First Aid is the immediate temporary treatment given in case of accident or sudden illness before the services of a physician can be secured."

ADRENALIN ADMINISTRATION

For emergency use only! May be needed for allergic reaction, to reverse seizures, or for medications.

Signs and Symptoms:
- Respiratory difficulty
- Anticholinergic poisoning
- Lethargy
- Convulsions

Action:
1. Give 0.6cc (1/2) of adrenalin 1:1,000
2. Intra muscular 0.3cc for children under 60 lbs.
3. Give parent or guardian consent.
4. Send for ambulance.

BACK OR NECK INJURY

Keep the person in the position found and place, where many occurred. Do NOT bend back. Keep still. Do NOT allow movement of head.

Keep person warm. If necessary, rest for shock.

BITES & STINGS

Use cold applications to relieve pain.

Human & Animal Bites

Cleanse wound with soap and water. See that animal is confined, if possible, and reported to appropriate authorities. Advise medical care.

BLEEDING

- Wearing gloves, exert pressure with fingers or hands directly over the bleeding site using clean dry dressing. Elevate above level of heart if no fracture.

- Wash area with soap and water. Apply dry sterile dressing.

BURNS

- Flame & Scald Burns

Immerse in cold water, or apply ice only. Advise medical care.

Chemical Burns

Wash area thoroughly with cold water immediately.

CONVULSIONS

Lower person to floor with head to one side. Do NOT restrain. Do NOT force clothing in the mouth. Loosen clothing.

Do NOT move person until he/she is quiet and relaxed.

ELECTRIC SHOCK

Break the contact between person and electric conductor at once. Do NOT touch person or clothing until contact is broken.

Start mouth to mouth resuscitation if person is not breathing. Send for ambulance.

EARS

Discharging.

Gently place a loose cotton plug at the opening of external canal. Severe earache or foreign body in ear requires person to be examined by physician.

Do NOT remove foreign body in ear. Do NOT put anything in the ear. i.e., oil.

INSULIN REACTION

Diabetics:

- Signs:
  1. sudden onset
  2. pale, cold, moist
  3. excitement
  4. normal to rapid, shallow breathing
  5. cool, chills
  6. hunger

- Treatment:
  Give 0.5 cc of 1:100 epinephrine, i.e., sugar cubes, fruit juice, candy. Do NOT administer insulin, it will lead to unconsciousness.

DIABETES

Diabetic Coma:

- Signs:
  1. rapid 
  2. flushed, dry skin
  3. rapid
  4. deep, labored breathing
  5. mountain "hunger"
  6. dry, tongue

- Treatment:
  Insulin needed. Call parent, physician or ambulance.

Poison Control Telephone Number: 1-800-442-6365

MOUTH & THROAT

Toothache:

Advise parents to take person to the dentist.

Mouth Injury:

- Wearing a mouth guard and clean mouth with tap water.

Foreign Bodies:

Sweep liquid into area to remove the object. If person is choking and is unable to breathe, stand behind person, put arms around him and try sudden upward thrusts to lower abdomen and lower rib cage. (Abdominal Maneuver, Heimlich)

NOSEBLEED

- While cleaning, wear gloves. Have person sit up, taking breath through the mouth. Person should bend neck. Have person begin to take some air in through the nose while bending the head. Then have person sit down, lean forward, and pinch both nostrils together for five to 15 minutes.

PAIN

Abdominal:

Have person lie down. Advise parent to have person examined by a physician.

Leg & Joint Pains:

Advise parent to have person seen by a physician if pain is persistent.

HEADACHE

Have person lie down in a quiet place. Apply ice bag for comfort.

POISON OAK, IVY, & SUMAC

If exposure occurs at school, wash exposed areas with mild soap and water. See that person is examined by a physician.

SPLINTS

Remove splinter with needle and tweezers. Clean area well with soap and water and try to remove splinter. Apply moist heat to area. Watch the area for signs of infection.

SPRAINS & STRAINS

Apply ice or cold compresses as soon as possible after injury. Elevate the injured part. Advise medical care.

WOUNDS & ABRASIONS

- Abrasion

Wearing gloves, control bleeding. Cleanse the wound with soap and water. Apply sterile dressing. Lacerations & Puncture Wounds:

Wearing gloves, control bleeding. Clean around the wound with soap and water. Apply sterile dressing.

THE RESPONSIBILITIES OF THE SCHOOL

A definite school policy on first aid should be established and all school personnel should be familiar with it. At least one qualified staff member for each building, two in larger schools, should be designated as the person who will administer first aid, to notify parents or guardians of any necessary medical aid. The school nurse, the health department, or the school principal may notify the family physician, and to arrange for transportation, if necessary. All staff should have advanced first aid training. The medical facility should be established in a form that will ensure its availability in each classroom.

The school administrator has the responsibility for seeing that personnel are trained and ready to carry out the necessary duties in administering first aid. He must provide for purchasing and maintaining first aid equipment, medicines, and supplies. For recommending policies to the school board and for administering the policies when adopted. The school administrator is responsible for acquainting parents and others concerned with school plans and policies. It is the school administrator who will take the initiative in securing their understanding and cooperation.

Each school should maintain the following emergency information on each child and school personnel:

1. Name of person and/or other responsible person, and how the persons can be reached (home and at business).
2. The name of the family physician.
3. Action to be taken in case of illness or injury if possible, or physician cannot be contacted.

For illness or accident, the following procedure is suggested:

1. Notify main office or person in charge of building.
2. Treatment should be given in the order of availability by a physician, nurse, teacher, or designated person who has had first aid training.
3. If the parent cannot be located, or if the injury is of such a nature that more than emergency treatment is immediately necessary, see that the child has prompt treatment by a physician or at a medical facility. Notify the family physician.
4. If child is to be home, make sure someone will be there to receive him.
5. Notify parent of all circumstances to the problem and treatment.
6. Complete accident reports and send copies to appropriate persons.

*Epi-pens are available. Epi-pen and adrenalin chloride require a physician order.
Early Signs of an Asthma Episode

Students who have asthma often learn to identify their early warning signs—the physical changes that occur in the early stage of airway obstruction. These early warning signs usually happen long before more serious symptoms occur. Being aware of these early warning signs allows the student to take medication at a time when asthma is easiest to control. Teachers should encourage students to be aware of these early symptoms, and to take the proper action immediately.

Knowing the signs of a beginning episode will help you and other staff take appropriate measures to avoid a more serious medical emergency. There should be no delay once a student has notified the teacher of a possible problem.

A student may exhibit one or more of these signs during the initial phase of an asthma episode.

1. Changes in breathing may include:
   coughing,
   wheezing,
   breathing through the mouth,
   shortness of breath, and/or
   rapid breathing.

2. Verbal Complaints. Often a student who is familiar with asthma will know that an episode is about to happen. The student might tell the teacher that:
   the chest is tight,
   the chest hurts,
   he/she cannot catch a breath,
   the mouth is dry,
   the neck feels funny, and/or
   a more general “I don’t feel well.”

3. Other signs may be:
   an itchy chin or neck—some people may rub their chin or neck in response to this feeling, or
   “clipped” speech—the student may speak in very short, choppy sentences.

Directions for EPIPEN Auto-injector

1. Pull off safety cap.
2. Place black tip on thigh, at right angle to leg.
3. Press hard into thigh until Auto-Injector functions (you'll hear the "click"). Hold the pen in place for 10 seconds.
Diabetic Emergencies

Nearly 11 million Americans have diabetes and you may come in contact with a person with diabetes who needs your help. Be prepared! The two most common diabetic emergencies are described below.

LOW BLOOD SUGAR (Insulin Reaction or Hypoglycemia)

Onset: Sudden

Signs:
- Staggering, poor coordination
- Anger, bad temper
- Pale color
- Confusion, disorientation
- Sudden hunger
- Sweating
- Eventual stupor or unconsciousness

Causes:
- Failure to eat before strenuous exercise
- Delayed or missed meals

Treatment: Provide sugar. If the person can swallow without choking, offer any food or drink containing sugar, such as soft drinks, fruit juice, candy. Do not use diet drinks when blood sugar is low. If the person does not feel better in 10-15 minutes, take him/her to the hospital.

HIGH BLOOD SUGAR (Hyperglycemia with Acidosis)

Onset: Gradual

Signs:
- Drowsiness
- Extreme thirst
- Very frequent urination
- Flushed skin
- Vomiting
- Fruity or wine-like odor on breath
- Heavy breathing
- Eventual stupor or unconsciousness

Causes:
- Undiagnosed diabetes
- Insulin not taken
- Stress, illness, or injury
- Too much food or drink or both

Treatment: Take this person to the hospital.

What you can do

Diabetes is not contagious. Diabetes in childhood is a condition in which the body cannot use food normally because the pancreas does not produce enough insulin. The result is too much sugar in the blood. Therefore, insulin must be injected daily, usually by the child, to restore and maintain correct blood sugar levels.

The fact that a child has diabetes should not be hidden from other children, but he or she should not be singled out as being different or “special.” Children with diabetes have the same needs as others for guidance, encouragement, support, and understanding. Children with diabetes can participate in all school activities, but you must learn to recognize some of the possible problems. The signs, causes, and treatment of the two most common diabetic emergencies are described on the opposite panel.

As a member of the school staff, your relationship with the child is ongoing. You probably will be able to notice any behavioral changes that may signal an insulin reaction or low blood sugar. If problems do arise as the result of a reaction, do not blame the child. There are still many unknowns surrounding diabetes, especially during adolescence.

High blood sugar is less common and requires prompt medical attention. In a child without previously diagnosed diabetes, the signs of high blood sugar may indicate onset of the disease.

The child’s daily routine includes:
- eating the right foods at the right times
- regular exercise
- one or more daily injections of insulin

Find out the physician’s recommended daily plan for balancing diet, exercise, and insulin. If the child has to test urine or blood for sugar levels before lunch, allow him/her to leave class inconspicuously.

Ask parents to supply school personnel with the child’s dietary requirements. Know whether or not between-meal snacks are part of the daily food plan.

Remember:
- Learn about diabetes.
- Share your understanding of diabetes with other school staff working with the child.
- Treat the child normally.
- Know the signs and treatment for low blood sugar.
- Know how to reach the child’s parents and physician.
Some Good News, Some Bad News

by Henry Hilton

First the good news: there is still no confirmed case of rabies in raccoons in Maine. The bad news: raccoon rabies may be there, but we just don’t know about it yet!

But that isn’t so-o-o bad, because it means people are not being exposed to bites from raccoons. And that means most people are not handling raccoons, and those who are handling them are being very careful. It may also mean that the total number of raccoons has declined, due in part to a run of severe distemper.

A severe raccoon epidemic among Maine raccoons could reduce their numbers even further. But in the long term, this will not be bad since raccoons can become overpopulated and disease is nature’s way of culling. These populations are pretty resilient and will recover under improved conditions.

Rabies among raccoons (or among most other types of wildlife) need not cause a panic. People need only to be cautious, use common sense, and remain alert to the hazards of rabies.

In particular: 1) Don’t handle, or allow children to feed, touch, or otherwise handle, raccoons, especially those that seem easy to approach! This includes baby raccoons that are commonly found during the early summer months. (Remember the motto: If you care, leave it there!) 2) Avoid attracting raccoons with trash or other food sources that may be left out. 3) Get your dogs and cats vaccinated against rabies!

As warm weather approaches, even healthy raccoons begin to emerge from their winter doze, looking a bit disheveled, just like we all do first thing in the morning! They become increasingly active, looking for food and raising young. Spring raccoons look particularly rough as they shed their thick winter fur. So don’t be alarmed because a raccoon simply hasn’t combed its hair yet.

But if you see sickly animals near your home, avoid contact with them. Immediately remove from the premises any bird food, pet food, or waste material containing food.

Everyone should be alert for multiple signs of distress, weakness, or illness in raccoons. These signs may include poor coordination, mucus discharge from the nose, eyes, or mouth, diminished sense of fear, or unusual aggressive behavior. Animals that can’t walk or are showing more than two of these symptoms may be seriously ill, and should be humanely dispatched.

Most seriously ill raccoons, especially those with distemper or rabies, will die. Most sick raccoons will go off and die alone. Unfortunately, it is not possible to offer humane alternatives to every sick raccoon. Wildlife rehabilitators are strongly discouraged from handling sick raccoons. And it is hazardous for untrained people to handle sick raccoons. If possible, leave sick raccoons alone, and avoid contact by domestic animals.

If the animal presents a hazard and should be removed or destroyed, leave it to qualified people to do so: game wardens or wildlife biologists, police officers, town animal control officers, or private animal damage control cooperators. Remember that if the animal may be rabid and has bitten or otherwise exposed a person to the disease, it should be captured, sacrificed and tested at a health lab. In such cases a qualified person should be contacted to carry out this procedure.

In these cases, the public can call a Department headquarters at one of the following numbers to obtain the name of a qualified Animal Damage Control Cooperator (sometimes referred to as ADC Agent) to help.

DEPARTMENT HEADQUARTERS
Bangor .............. 1-800-624-2498
Greenville ........... 1-800-624-2538
Auburn .............. 1-800-624-2512
Skidway .............. 1-800-292-7436
Gray .................. 1-800-295-2435

If a real emergency exists, such as a dangerous and aggressive animal in a public place (such as a schoolyard), or a human exposure to rabies in which the suspect animal should be caught and tested by the Public Health Lab, the Warden Service should be contacted. This can be done during business hours by calling the nearest regional headquarters (above); or at other times by calling the State Police Emergency number in your phone book.

In the meantime, relax and enjoy Maine’s outdoors! Be alert! Be cautious! Be smart!

The author is a wildlife biologist and coordinator of the department's animal damage control program.
THE AIMs OF SCOUTING:
Character, Citizenship, Personal Fitness

CHARACTER
The character aim is to develop a boy's personal qualities, his values, and his outlook.

CITIZENSHIP
The citizenship aim is to develop a boy's relationships with others, first in small groups, then in larger ones.

FITNESS
The fitness aim is to develop a boy's body, his mind, his "moral fiber," and his emotions: his personal fitness.

The Scout Oath or Promise
On my honor I will do my best
To do my duty to God and my country and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally awake, and morally straight.

The Scout Law

A Scout is:

Trustworthy. A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People depend on him.

Loyal. A Scout is true to his family, Scout leaders, friends, school, and nation.

Helpful. A Scout is concerned about other people. He does things willingly for others without pay or reward.

Friendly. A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

Courteous. A Scout is polite to everyone regardless of age or position. He knows that good manners make it easier for people to get along together.

Kind. A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

Obedient. A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

Cheerful. A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

Thrifty. A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects and conserves natural resources. He carefully uses time and property.

Brave. A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

Clean. A Scout keeps his body and mind fit and clean. He goes around with those who believe in these same ideals. He helps keep his home and community clean.

Reverent. A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.
YOU CAN HELP BOYS BECOME MEN...

- WHO ARE PERSONALLY FIT
- WHO ARE SELF-RELIANT
- WHO HAVE PERSONAL, STABLE VALUES
- WHO WANT TO, AND CAN, HELP OTHERS
- WHO UNDERSTAND THE AMERICAN WAY OF LIFE
- WHO HAVE PRIDE IN AMERICA
- WHO RESPECT ALL PEOPLE
- WHO ARE PREPARED TO LEAD

...BY USING THE METHODS OF SCOUTING

THE METHODS OF SCOUTING

SCOUTING IDEALS
The Scout should understand and try to live by the Scout Oath, Scout Law, motto, and slogan.

PATROL METHOD
The Scout learns to relate to others by working in small groups called patrols. The troop is a group of patrols.

ADVANCEMENT
The Scout can see his self-improvement in an advancement program when his accomplishments are recognized.

ADULT MALE ASSOCIATION
The Scout learns about adult qualities by associating with adults. He sees good men to follow.

OUTDOOR PROGRAM
The Scout must be given opportunities for outdoor experiences to develop character, citizenship, and fitness.

LEADERSHIP DEVELOPMENT
The Scout will best understand the idea of leadership in his country if he is provided the opportunity to lead.

PERSONAL GROWTH
The Scout best gains maturity when he plans his personal growth — with guidance — based on his strengths.
SCOUTING — AIM AND METHODS

IDEALS
GROWTH
PATROLS
LEADERSHIP
CHARACTER
CITIZENSHIP
FITNESS
OUTDOORS
ADULTS
ADVANCEMENT

...CAN BE ACHIEVED
IF THE SCOUTMASTER BECOMES...
A good Counselor spends time with each Scout
A good Counselor talks privately with each Scout
A good Counselor puts a Scout at ease
A good Counselor encourages a Scout to think
A good Counselor is a listener
A good Counselor helps a Scout develop a sense of values
A good Counselor does not give advice but guides a Scout in making his own decisions

... A COUNSELOR ...

A good Manager motivates Scouts to learn
A good Manager helps Scouts evaluate their progress
A good Manager arranges opportunities for learning
A good Manager makes suggestions for improvement
A good Manager lets Scouts correct their own mistakes
A good Manager oversees Scouts' plans but doesn't dictate them
A good Manager lets Scouts learn by themselves
A good Manager gives information but seldom lectures
A good Manager provides opportunities for a Scout to make discoveries
  - Guided Discovery
  - Teaching/Learning
  - Application
  - Evaluation

... A MANAGER OF LEARNING EXPERIENCE ...
LEARNING PREFERENCE INVENTORY

Name: Zaharis, Dean B.
ID: 000000  Grad Year: 1965  Sex: Male

Sociable
Friendly
(SF = 10%)

Creative
Imaginative
(NF = 23%)

Logical
Curious
(NT = 42%)

Practical
Realistic
(ST = 25%)

How do I know? How do I decide? How do I think?

N = Intuitive:
By reading & listening. By relying on data and reasoning things out. Reflectively, quietly, by focusing my thoughts inward.
By insight. Based on logic.
Instinctively.

T = Thinking:

I = Introverted:

How do I learn?
NT-I: Lectures, problem solving, independent study, puzzles.

DBZ/93
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JOB DESCRIPTIONS

BASIC DUTIES OF ALL CAMP STAFF:

In addition to specific duties related to your primary area, you are expected to:

1. Be neat in appearance at all times - to be a leader, you must look the part.

2. Keep yourself physically and mentally alert in the performance of your duties.

3. Follow the directions of your superiors within your assigned area and throughout camp.

4. Cheerfully assume any and all duties that are assigned to you, even those not related to your area.

5. Do your utmost to see that all campers and leaders get the program and services that they need and desire.

6. If assigned to work with campers on any phase of advancement, keep and maintain accurate records of all such advancement on a daily basis:
   a. Make sure that you PRINT the Scout's name and troop number on both sides of the colored form. Circle the campsite, week and class time as indicated OR neatly attach computer labels.
   b. Do not allow new Scouts to add to your classes without a colored form signed by the Program Director. Make sure their colored forms are completed as described in (a) above.
   c. Keep your colored forms in the notebook issued to you. Your area director will tell you where to keep your notebook. It should be in your program area at all times, not in your cabin. Your notebook should also contain a copy of your lesson plans.
   d. Take attendance DAILY. If a Scout is absent, please notify his Scoutmaster when he comes to your area.
   e. At the end of each class, sign-off those requirements that were completed that day. Your initials must appear on each line and on both sides of the form. Ditto marks are not to be used. Use only ball point pen to complete the paper work. Pencil fades while marker often runs when it gets damp. Keep your paper work up-to-date daily.
   f. At the end of the week, sign your name on both sides of the colored form indicating whether the Scout earned a completion or a partial. Complete the Summary Sheet indicating whether each Scout completed the badge, earned a partial, dropped, or didn't show.
   g. Turn in your colored forms and Summary sheets to your area director by 11:30 AM on Friday. If you complete your paper work daily, this should not be a problem!

h. Area Directors:
   1. Check your staffs paper work on a regular basis. Daily if needed.
   2. Collect all paper work from your staff at 11:30 AM on Friday morning. Make sure it is complete.
   3. Sign the “area director” space on the troop copy of the colored sheets.
   4. Complete and sign the Summary sheets. Summary sheets must be completed for all merit badges and other awards including: Basic CPR, mile swim, BSA Lifeguard, Snorkeling BSA, Swimming Instructions, Basic Scout Skills etc.
7. Have a working knowledge of the requirements for badges of rank and all the merit badges you are responsible for.

8. Counsel and guide Scouts in the merit badges and awards that they are attaining. (Avoid classroom lectures)

9. All staff members are expected to participate in the following unless excused personally by the Program Director or Camp Director:

   - Lifeguard duty for general swims
   - Assist in Campwide Events
   - Move Dining Hall Tables in and out for the Friday Barbecue
   - Attend and participate in all campfires
   - Attend Duty-to-God Service
   - Building campfires
   - Serving as a Campsite guide which includes helping them Sunday, eating with them in the Dining Hall and during cookout meals, etc. You are encouraged to visit them during the week, attend their troop campfires, etc.

10. Be prepared and always on time - if not early - for all classes, activities, and duties assigned.

11. Keep track of all equipment assigned to your department. Sign-out sheets and inventory forms are available at the camp office.

12. Keep your program area clean, neat, and safe at all times.

13. If there is anytime during the day that you find yourself with nothing to do, check with your Area Director or Program Director for an assignment.

14. You are expected to be at ALL meals. The only exceptions will be those who are counselors for Cooking Merit Badge. This rule especially holds true for breakfast. Being a table leader is an important part of your job.

15. You are expected to act in a mature fashion in front of all campers, leaders, and parents at all times. This means that the use of profane, off-color, or offensive language will not be tolerated.

16. Always be IMPECCABLE in everything you do. This includes skits, songs, and cheers used at campfires.

17. Always be:
   - POLITE, POLITE, POLITE
   - COURTEOUS, COURTEOUS, COURTEOUS
   - PLEASE, PLEASE, PLEASE
   - THANK YOU, THANK YOU, THANK YOU!

18. Keep staff matters within the staff. Information given out at staff meetings, discussions with your roommates, your plans for your day-off, staff problems, things you don't like about your fellow staff members and supervisors, things you don't like about camp etc. are not to be discussed with campers or leaders.

   You must remember that we are in effect running a business. Our product is the providing of a quality program for the Scouts and leaders who come to camp. We all must respect the Scouts and Leaders because without them, we would not be here. You are an important part in our organization and you must do your all to see that camp runs smoothly. You can do this by not only working well with the campers and leaders, but by working and living smoothly with your fellow staff members. We expect that some conflicts will arise, and when they do, be sure to consult your Area Director, the Program Director, or the Camp Director. We are all here to help you and expect to hear from you when something is not running smoothly. Staff morale plays an important part in the functioning of the camp. You must do your best to help maintain a high level of staff morale.
CAMP ADMINISTRATION:
The general operation of the camp is supervised by an Administrative team consisting of the 1) Camp Director, 2) Program Director, 3) Camp Ranger, and 4) Support Services Director. The numbers indicate the order of the chain of command in the absence of the Camp Director.

CAMP DIRECTOR:
Minimum Requirements:
Must be a registered member of the Boy Scouts of America.
Must be 21 years of age or older.
Must be currently certified in Camp Management by National Camping School.
Must have 16 weeks of administrative or supervisory experience in an organized camp.

Benefits:
Salary; Room & Board; Discount Uniforms; Staff T-shirt, hat, & neckerchief.
Camp will pay tuition and travel reimbursement for participation in National Camp School.

Responsibilities:
The Camp Director is the ultimate authority in all matters pertaining to camp operation. He is responsible for hiring and firing of all staff, the compliance with all Boy Scouts of America and governmental policies and regulations, the purchasing of all materials for the camp, maintaining adequate business records, the operation of the Trading Post and Dining Hall, and the implementation of an optimum Scouting Program.
In addition, he administers all health and safety policies, camp evaluations, camp schedules and procedures, and is responsible for all camp equipment and buildings.
The camp director has no other duties and lives on-site.

PROGRAM DIRECTOR:
Minimum Requirements:
Must be a registered member of the Boy Scouts of America
Must be at least 21 years of age or older.
Must be currently certified by a National Camping School as a program director.

Desirable qualities:
Two years experience as an area director in a Scout camp or other equivalent experience.

Benefits:
Salary; Room & Board; Discount Uniforms; Staff T-shirt, hat, & neckerchief.
Camp will pay tuition and travel reimbursement for participation in National Camp School.

Responsibilities and duties:
Pre-Camp:
A) Assist the Camp Director with interviews and hiring all Program Staff.
B) Assists the Camp Director in developing the Schedules, Program Features, Summer Camp Guide, Staff manual, Provisional Camper's Guide, and daily procedures related to program.
C) Assist the Camp Director in developing the Staff Orientation and Staff week training schedule.
D) Participate in the two Program kick-off meetings in April or May.
E) See to it that the Colored Merit Badge forms and other program forms are printed and ready prior to staff week.
F) Attend the Council sponsored Pre-camp Inspection.
G) Make recommendations to the Camp Director in regards to ordering program supplies and equipment.
H) Recruit volunteers to assist in special programs such as Fishing MB, Fingerprinting MB, and Senior Scout Activities.
I) Recruit unit leaders to offer various specialty merit badges as time permits.
J) Prepare duty rosters: Lifeguard Schedule, Staff Good Turns, Campsite Guide Assignments, etc.
During Camp:
Reports directly to the Camp Director in all matters concerning administration of the Camp Program.
A) Assumes the duties of the Camp Director in the Camp Director's absence.
B) Acts as the direct supervisor over all Program Staff.
C) Offers guidance and direction to all Program Staff.
D) Participates in camp activities and frequently visits all activity areas & demonstrates to assure a quality program.
E) Coordinates the overall camp program including scheduling of:
   - Individual Activities (including Merit Badge Sessions)
   - Troop Activities
   - Campwide Activities
   - A meaningful camp program that promote good Scout Skills
   - Patrol Activities
   - Inter-Troop Activities
F) Coordinate the preparation of special activities and all campwide events. Use the daily SPL meeting to assist in the development of the Friday Camp Wide Event. Enlist the service of staff and Unit Leaders as needed.
G) Coordinate the preparation of all campfire programs.
H) Meet with Scoutmasters both formally and informally. Help review their camp program and give needed guidance.
I) Keep orderly, up-to-date, advancement records.
J) Coordinate with the Camp Director the after the meal program in the Dining Hall.
K) Coordinate religious services and promote staff and camper morale.
L) Coordinate the Bi-weekly evaluation of all camp staff.
M) The program director serves only in a program function and lives on-site.
N) All other duties as assigned.

Post Camp:
A) Organize all advancement records for transfer to the Council Service Center.
B) Mail out all unclaimed advancement records to the appropriate unit leaders.
C) Respond to inquiries from individuals and unit leaders concerning advancement records.

SUPPORT SERVICES DIRECTOR:

Minimum Requirements:
Must be a registered member of the Boy Scouts of America.
Must be at least 21 years of age or older.

Desirable Qualities:
Two years experience as an area director in a Scout camp.

Benefits:
Salary, Room & Board, Discount Uniforms, Staff T-shirt, hat, & neckerchief.

Responsibilities:
Reports directly to the Camp Director in all matters concerning administration of the support services.

Pre-Camp:
A) Assist the Camp Director with interviews and hiring all Support Staff.
B) Assists the Camp Director in developing daily procedures related to support services including but not limited to emergency plans, Bloodborne Pathogen Exposure Policy, and opening & closing procedures.
C) Assist the Camp Director in developing the Staff Orientation and Staff week training schedule.
D) Attend the Council sponsored Pre-camp inspection.
E) Make recommendations to the Camp Director in regards to ordering supplies and equipment for support areas.
F) Prepare duty rosters: Staff Good Turns
G) Be on the watch for sales on items needed for camp.
During Camp:

Supervisory Duties:
A) Acts as the direct supervisor over all support staff including:
  Food service (cook, kitchen crew, dining hall steward, etc.)
  Trading Post & Camp Room
  Ranger Staff
  Administrative Assistant
  and Health Services
B) Offers guidance and direction to all support staff listed above.
C) Visit all non-program areas on a regular basis to be sure they meet all health and safety standards of the BSA and all Federal, State, and local laws (including OSHA regulations). This includes areas where support staff work and other non-program areas such as shower facilities, parking lots, staff & leader lounges, etc.

Business Related Duties:
D) Assists the Camp Director in the total business operation including but not limited to:
   - verify daily trading post cash-outs
   - prepare bank deposits
   - collect camper and leader fees and write receipts
   - verify unit payment records and collect any unpaid fees
   - maintain official records of campground reservations made for next summer
   - maintain records of receipts and expenditures and keep running totals of all budget items
   - coordinate with the trading post manager ordering for the trading post
   - coordinate with the head cook ordering for the kitchen and dining hall
   - coordinate with the program director ordering and/or purchasing of needed program supplies
   - coordinate with the camp ranger ordering and/or purchasing of maintenance materials and supplies.
E) Coordinate periodic food inventory and maintain records regarding government subsidy food programs.
F) Coordinate weekly trading post inventories.
G) Coordinate and maintain the records of the pre-camp and post-camp inventories for ALL areas of the camp.
H) Coordinates the compilation and distribution of Troop Rosters and Medical alert lists.
I) Coordinates compilation & reporting of camp attendance statistics to the Council Service Center.

Staff Related Duties:
J) Coordinate staff advancement with the Program Director.
K) Supervise the C.I.T. program and coordinate this with the Program Director.
L) Serves as staff marshall (including inspections of living quarters, staff good turns, nights-out, staff activities, etc.)

Other Duties:
M) Coordinate the handling of maintenance requests.
N) Ensure that all areas utilize sign-out sheets for equipment that leaves their area.
O) Coordinate camp service projects between commissioners, ranger staff, and troop members.
P) All other duties as assigned by the Camp Director.

Post Camp:
A) Organize all business records for transfer to the Council Service Center.
B) Mail out all unclaimed medications to the appropriate unit leaders.
C) Arrange for the return of all leased or borrowed equipment.
**CAMP RANGER:**

**Minimum Requirements:**
Must be registered member of the Boy Scouts of America.
Must be 21 years of age or older.
Must hold current certification as an Camp Ranger from National Camping School.
Must be currently certified in American Red Cross Standard First Aid, which includes CPR, or National Safety Council First Aid and CPR Level 1.

**Desirable Qualities:**
Scouting background.
Certification in Camp Management from National Camping School.

**Benefits:**
Salary; Room & Board; Discount Uniforms; Staff T-shirt, hat, & neckerchief.
Camp will pay tuition and travel reimbursement for participation in National Camp School.
Camp will reimburse fees paid for First Aid/CPR training if not currently certified.

**Responsibilities and Duties:** (Abreviated)
Reports directly to the Council Program Director during the off-season and is part of the Administrative team during summer camp.

1. Assumes the duties of the Camp Director when all other administrators are out of camp.

2. Safety and Security
   A) Be responsible for check-in and check-out of all groups using Camp Hinds property including the Training Center.

   B) Conduct regular checks of property between scheduled uses. Patrol as necessary for trespass, vandalism, fire, and the like.

   C) In conjunction with the Summer Camp Administration, assure compliance with all state and local ordinances and BSA and Council policies and regulations. Be particularly alert to conditions which affect health, safety, sanitation, and good housekeeping practices.

3. Maintenance
   A) Keep all physical property (vehicles, kitchen equipment, buildings, program equipment, etc.) in optimum condition.
   B) Coordinate all maintenance and repairs as needed. Utilize volunteer help whenever possible. Supervise volunteer work crews.
   C) Foster good housekeeping practices throughout camp.
   D) Assist with the maintenance and repairs at other Council properties as needed.
   E) Serve as on-site Council representative for any contracted work crews.
   F) With the assistance from the commissioners and Basic Scout Skills staff, organize and coordinate camp service projects.

4. Public Relations
   A) Maintain sound working relationships with all local authorities, neighbors, and local merchants and tradesmen.
   B) Act as primary council representative with ALL Scouts, Scouts, and visitors at Camp Hinds.

5. Business
   A) Act as Council military surplus screener.
   B) Maintain camp records during off-season time.
   C) Supervise the check-out and Check-in of summer camp equipment out-of and into the maintenance building.
   D) Maintain and coordinate the operation of a well stocked Camp room in an orderly fashion during the times scheduled by the Camp Administration. Keep accurate records of items checked in and out such as rakes, hoses, shovels, cooking equipment, cleaning supplies, etc. Supervise the inventory and the check-out and check-in system.

6. Program
   A) Supervise and provide daily assignments to the Assistant Ranger.
   B) Provide training, counseling, and supervision to any C.I.T. assigned to you. Provide a written schedule of duties to your C.I.T.
   C) Perform other duties as assigned.
Troop Good Turns are done each day directly after the noon-meal. They should take no longer than 15 minutes. They are:

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<th>KITCHEN &amp; POINT:</th>
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<tr>
<td>Pick up papers, etc. All around the Dining Hall and Chipmunk Point. Dump 5 gallon buckets in dumpster.</td>
<td>Baden Powell</td>
<td>Pershing</td>
<td>Brownsea</td>
<td>Siple</td>
<td>Dan Beard</td>
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<th>TRIANGLE &amp; COUNCIL RING:</th>
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<tr>
<td>Pick up paper from Dining Hall to Blockhouse to Recreation Hall and back to Dining Hall.</td>
<td>Wilderness</td>
<td>Ridgway</td>
<td>Byrd</td>
<td>MacMillan</td>
<td>Tenny</td>
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<td>Pick up the area of all litter. Empty 5 gallon buckets in dumpster.</td>
<td>Brownsea</td>
<td>Bailey</td>
<td>Dan Beard</td>
<td>Byrd</td>
<td>Maguire</td>
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<th>HEALTH LODGE &amp; LATRINE BEHIND IT:</th>
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<tr>
<td>Clean latrine and do whatever the Health Officer needs done at the Health Lodge.</td>
<td>Byrd</td>
<td>MacMillan</td>
<td>Tenny</td>
<td>West</td>
<td>Patrick</td>
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<th>WATERFRONT &amp; PARADE GROUNDS:</th>
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<tr>
<td>Pick up papers and lost and found items in the area. Empty 5 gallon buckets in dumpster.</td>
<td>Dan Beard</td>
<td>West</td>
<td>Maguire</td>
<td>Baden Powell</td>
<td>Pershing</td>
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<tr>
<th>RECREATION HALL &amp; TRADING POST:</th>
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<tr>
<td>Pick up papers, etc around the outside of these building. Empty 5 gallon buckets in dumpster.</td>
<td>Tenny</td>
<td>Siple</td>
<td>Patrick</td>
<td>Wilderness</td>
<td>Ridgway</td>
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<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick up papers, etc outside and inside. Sweep out shower building. Empty 5 gallon buckets in dumpster.</td>
<td>Maguire</td>
<td>Baden Powell</td>
<td>Pershing</td>
<td>Brownsea</td>
<td>Siple</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CAMP ROAD:</th>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick up litter on both sides of the road from the blockhouse to the archery range.</td>
<td>Patrick</td>
<td>Wilderness</td>
<td>Ridgway</td>
<td>Bailey</td>
<td>MacMillan</td>
</tr>
</tbody>
</table>

Please Duplicate this page for each Adult Leader attending summer camp.
TROOP INSPECTION SHEET

Troop: Campsite: Week:

Day: Time: Inspector:

Score

2. 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.

3. 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.

4. 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.)

5. 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.

6. 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.

= = = = = = = =

(0-100) TOTAL

Scoring:
93-100 Excellent
90-92 Good
75-84 Fair
0-74 Poor
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 5 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 P.M open area time slot), you can plan a troop run activity, advancement sessions in your campsites, 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. 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 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.

**Craftshop Ideas:**

Craftstrip projects - Craftstrip has been a popular craft with Boy Scouts since its introduction at the Third World Jamboree in 1922. 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!

**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.

**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, utensil-less cooking, hobo stoves, 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?
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.

OUTPOST MENUS:

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

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

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

**BREAKFAST C**
Oatmeal with brown sugar
Fruit Juice & Milk

**BREAKFAST D**
Granola, Fruit Juice, & Milk

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

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

**LUNCH C**
Spreadables & crackers
Dried fruit
Bug Juice

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

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

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

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

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**Please do not eat without your staff guests present.**

**Thanks.**
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's 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 mosquitoes 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

1996 1997
Basketry Projects Craftship Projects
Plaster Casting Woodcarving Projects
Nature Crafts Indian Crafts
Leather Projects Leather Projects
Patrol Flags Patrol Flags

96-97 Scoutcraft Choices

1996 1997
Basic Orienteering Map & Compass Treasure Hunt
Bread & Biscuits Backwoods cooking
Shelter Building Measuring height & Distance
Low Impact Camping Camp Gadgets
Lashings Spices

96-97 Nature Choices

1996 1997
Swamp romp Swamp romp
Forestry Project Wildlife Habitat Improvement
Nature Games 2 Nature Games 3
Bird feeder Construction Making Trail Signs
Tracking & Animal signs Forestry Hike
Use this space to record what your troop wants to do during Troop Rotation Periods.

<table>
<thead>
<tr>
<th>TROOP ROTATION REQUESTS 1995</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AREA</strong></td>
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<tr>
<td><strong>NATURE</strong></td>
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<tr>
<td><strong>AQUATICS</strong></td>
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<td><strong>SCOUTCRAFT</strong></td>
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<tr>
<td><strong>CRAFTSHOP</strong></td>
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<td><strong>ARCHERY</strong></td>
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<td><strong>RIFLE RANGE</strong></td>
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<tr>
<td><strong>TROOP OR PATROL ACTIVITIES</strong></td>
</tr>
</tbody>
</table>

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

**Scoutcraft:**
**Aluminium Foil Cooking**
**Backpack Preparation**
**Backwoods Cooking**
**Blindfolded Tent Pitching**
**Bread & Biscuits**
**Camp Gadgets**
**Compass Hike**
**Cooking Demonstration**
**Cooking with Charcoal**
**Cooking With Liquid Fuel & Propane**
**Dutch Oven Cooking**
**Hobo Cooking**
**Knots, Lashings, & Splices**
**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 Chit (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.
**Evening Activities:**
(6:50-8:30 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:** (6:50-8:30 or dusk)
Certain areas are automatically open and you don't need to schedule them - just show up. They are: Open boating, Craftshop, Rifle Range, and Archery Range.

**Nature Conservation:**
Star Hike (after dark)
Anything listed under 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.

**Campwide Events:**
We have a campwide event scheduled for two hours on Friday afternoon. As SPL you must also discuss this with the Patrol Leader's Council to find out what kinds of activities the Scouts in your troop would like. On the following pages are four pre-planned camp wide events. When all the SPL's meet at camp at noon on Monday, we'll pick one of the four as a starting point and then we'll adjust it into the actual program. Just because it's not on the list doesn't mean we can't do it. Use your imagination 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.
Stalking Games
Tent Pitching
Totin' Chip (Knife, Ax, Saw)
Tracking Games
Trail First Aid
Fire'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 aprimitive 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

<table>
<thead>
<tr>
<th>4 PM</th>
<th>ACTIVITIES YOUR TROOP WANTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>2</td>
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</tbody>
</table>

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 campsite to complete all events in order and get the baton to the finish line is the winner. Adults may NOT participate or assist their Scouts. Campsites with less than 15 Scouts are encouraged to team-up with another campsite for this event. Each Scout will have to be assigned more than one job.
Starting and Finish lines are at the Council Ring gate. At the starting signal......

1) One Scout does 20 sit-ups and hands the baton to...

2) One runner who will run from the council ring to the boating dock and hand the baton to...

3) Two swimmers or beginners in a rowboat who will row out and collect a wooden block with their boat number on it and bring it to the staff member in the boat down the river. (If the block retrieved does not have the matching number, they will throw it as far away as possible then continue to search for their own number.) After they hand the block to the staff boat, they will return to the rowboat dock where they will hand the baton to....

4) A Scout who runs from the boat dock across the bridge and down the trail to Tenny Point where he hands the baton to...

5) Two swimmers in a canoe (already stationed on Tenny point) who paddle to the float and hand the baton to a swimmer on the float. Both canoeists return the canoe to Tenny point.

6) The swimmer swims with the baton from float to F-dock where he hands the baton to a....

(See event #6 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, tinder, 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 campsite 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...
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 novice area and back.

Event 7 - In and Out canoe race
Two swimmers paddle canoe along designated course. Every time bell sounds, jump out of the canoe into water and then get back into canoe and continue. The bell will ring many times during the event.

Event 8 - Rowboat push
One beginner pushes row boat from F-dock to across the beginners area and back.

Event 9 - Nugget race
One novice tries to collect as many nuggets as he can in 2 minutes.

Event 10 - Distance swim
One swimmer Swims from F-dock around floats to Tenny point.

Event 11 - Dis-robing rescue
One swimmer wearing, shoes, socks, long pants, long sleeve buttoned shirt, jacket, and swim trunks, dis-robes and does water rescue of a drowning victim (a floating object).

Event 12 - Ring buoy toss
Two scouts each throw the ring-buoy two times for accuracy.

Event 13 - Water Spaniel
Three beginners or swimmers row straight to floating block dead ahead. If block number is same as the team’s own boat number, return to starting point. If block carries another number, throws it as far as you can, row until the team’s own block found, and return to starting point.

Event 14 - Peanut butter & jelly Sandwich
Novice gets piece of bread at F-dock and brings across the swimming area. Beginner at far side of area gets bread from novice, applies peanut butter and brings it to swimmer on F-dock. Swimmer gets bread and adds jelly, and swims to float. At float, second swimmers adds top piece of bread and brings completed sandwich to Scoutmaster on F-dock.

Event 15 - SPL water polo game
(If time is available)

Please Duplicate this page for each JUNIOR LEADER attending summer camp.
OLYMPICS - CAMP WIDE EVENT #3

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

HEAT A - CAMP SITES: Baden-Powell, Byrd, Maguire, Ridgway, West
HEAT B - CAMP SITES: Bailey, Dan Beard, Patrick, Giple, Wilderness
HEAT C - CAMP SITES: Brownsea, MacMillan, Pershing, Tenny

<table>
<thead>
<tr>
<th>HEAT A</th>
<th>HEAT B</th>
<th>HEAT C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rowing Race</td>
<td>Relay Swim</td>
<td>Peanut-butter</td>
</tr>
<tr>
<td>Canoe Race</td>
<td>Distance Swim</td>
<td>50-yard dash</td>
</tr>
<tr>
<td>Relay Swim</td>
<td>Peanut-butter</td>
<td>Rowing Race</td>
</tr>
<tr>
<td>Distance Swim</td>
<td>50-yard dash</td>
<td>Canoe Race</td>
</tr>
<tr>
<td>Peanut-Butter</td>
<td>Roving Race</td>
<td>Relay Swim</td>
</tr>
<tr>
<td>50-yard dash</td>
<td>Canoe Race</td>
<td>Distance Swim</td>
</tr>
</tbody>
</table>

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

Event 2 - Canoe race (Chipmunk point)
Two swimmers paddle from canoe dock around the "turtle dock" and back to canoe dock.

Event 3 - Swimming Relay (Waterfront)
Four swimmers (or beginners) swim in relay fashion from F-dock to I-dock, I-dock to F-dock, etc.

Event 4 - Distance Swim (Waterfront)
One swimmer swims from F-dock to boundary lines in swimmers area and back to F-dock. Complete 5 laps.

Event 5 - Peanut butter & Jelly Sandwich Race
Novice gets piece of bread at F-dock and brings across the swimming area. Beginner at far side of area gets bread from novice, applies peanut butter and brings it to swimmer on F-dock. Swimmer gets bread and adds jelly, and swims to float. At float, second swimmers adds top piece of bread and brings completed sandwich to Scoutmaster on 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 to 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 crafts shop)
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 8 ounces of water and a squirt of dish soap in a #10 can. The fire must be lit with one match. Foil it 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 = 28 points, 8 strokes = 26 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

2. 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.

3. 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.

4. 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.)

5. 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.

6. 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.

(0-100) TOTAL

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

   Advancement in camp

   PL. __________________________________________

   APL. __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

   __________________________________________

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-oriented campwide
   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.

Senior Patrol Leader

Senior Patrol Leader

Nature Director

Commissioner

SM or SPL of other troop

Area Director

Program Director

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)

________________________________________

________________________________________

________________________________________

________________________________________

________________________________________

________________________________________

<table>
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<td>FORESTRY MERIT BADGE</td>
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<td>SCOUT</td>
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<tr>
<td>TROOP</td>
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**Certificate of Completion**
This is to certify that the above named Scout has met all of the requirements for this Merit Badge including time requirements.

**Requirements Completed**

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</tr>
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<td>9:30</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>10:30</td>
<td>3</td>
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</table>

By appt

**Area Directors Only**

[ ] Staff [ ] CIT

Address:

Phone #:

Date of Birth:

**UNIT COPY**

**Certificate of Completion**

Nature Conservation Director

Camp William Hinds, Pine Tree Council BSA

Checked and recorded:

[Signature of Scoutmaster or Advisor]

APPLICANT WILL GIVE THIS PORTION TO HIS LEADER FOR POSTING.

NOTE TO SCOUT:
Keep this record until you receive your merit badge certificate.

This certifies that this Scout has successfully completed those requirements initialed.

1. Prepare a field notebook, make a collection, and identify 15 species of trees or wild shrubs in a local forested area. Include written descriptions.
2. Collect and identify wood samples of 10 species of trees. List ways each species is used. OR: Find & examine several stumps that show variation in growth rate. Prepare notebook.
3. Describe contributions forest make to: our economy in products, social well being, soil protection & increased fertility, clean water, clean air, wildlife, and recreation.
   3a. Describe multiple-use management.
   3b. Describe even-aged and uneven-aged management and the silvicultural systems associated with each type.
   4. Describe intermediate cuttings.
   4d. Describe how prescribed burning and related forest management practices are used.
5. Visit a managed public or private forest area and write a brief report — OR — Take a trip to a logging operation or wood-using industrial plant and write brief report.
   5a. Describe damage to forest from wildfire, insects, disease, overgrazing and improper harvest.
   5b. Tell what can be done to reduce these damages.
   5c. Tell what you should do if you discover a forest fire and how to control it.
6. Take part in a forest improvement project — OR — take part in a forest fire prevention campaign — OR — visit with local foresters and write brief report.
All Baba's Camel

All Baba had a camel,
Camel's name was Ralph.
R-a-l-p-h
R-a-l-p-h
R-a-l-p-h
And Ralph was his name.

Alice

Alice, Where art thou going?
Upstairs to take a bath.
Alice, With legs like toothpicks,
And a neck like a giraffe.
raf raf raf raf raf raf raf:
Alice Steps in the bathtub
Alice Pulls out the plug
Oh my goodness? Oh my soul
There goes Alice down the hole
Alice, what does you sayest?
Blub Blub Blub

All You Et

All you et-a
Think of all you et-a
All you et-a
Think of all you et-a

Think of all the meat you at
Think of all the meat you et
Meat you et
Meat you et
All you et
All you at
Oh oh oh oh
All you et-a
Think of all you et-a
All you et-a
Think of all you et

Alouette

All: Alouette, Gentille alouette
Alouette, Je te plumerai

Leader:
Je te plumerai la tete
All:
Je te plumerai la tete
Leader:
Et la tete
All:

Et la tete
Leader:
Alouette
All:
Alouette
All:
Oh, oh, oh, oh
Alouette, Gentille Alouette
Alouette, Je te plumerai les vieux
Je te plumerai les vieux
Et les vieux
Et les vieux
Et la tete
Et la tete
Alouette
Alouette
Alouette

Other parts:
La tete
Les vieux
Le nez
Les oreilles
La bouche
Le cou
Les mains
Les bras
Le dos
Les pattes
Les pieds
Les oreilles
head
eyes
nose
ears
mouth
neck
hands
arms
back
legs
feet
toes

The ants go marching One by one
The little one stops To have some food
And they all go marching Down into the ground
To get out of the rain.
Boom boom boom
Boom boom boom boom

Two to tie his shoe
Three to climb a tree
Four: to close the door
Five: to scratch his hives
Six: to pick up sticks
Seven: to go to heaven
Eight to shut the gate
Nine: to swing on the vine
Ten: to start again.

Be Kind to Your Web-Footed Friends

Be kind to your web-footed friends.
For a duck may be somebody’s mother.
Be kind to your friends in the swamp.
Where the weather is always damp.
You may think that this is the end.
Well it is!

Be Prepared

Be be be prepared,
The motto of the boy Scouts.
Be be be prepared,
The motto of the Scouts.
Prepared, prepared,
The motto of the Boy Scouts.
Prepared, prepared,
The motto of the Scouts.

Bill Grogan’s Goat

Bocillada
Bocillada
Bop, bop, bop.

Bill Grogan’s Coat

Was feeling fine.
Ate six red shirts
Right off the line.
Bill took a stick
Gave him a whack.
And tied him to
The railroad tracks.
The whistle blew.
The train grew nigh.
Bill Grogan's Goat
Was doomed to die.
He gave a cry
Of mortal pain.
Coughed up those shirts.
And flagged the train.

Boodleada
Boodleada
Bop, top, hop
Bop.

BLINGO
Old MacDonald had a dog.
Dog's name was Blingo.
B-I-N-G-O
B-I-N-G-O
B-I-N-G-O

And Blingo was his name, oh.
BOOM BOOM
Boom, boom
Ain't it great to be Scouting?
Boom, boom
Ain't it great to be Outing?
Camping, Hiking All day long.
Boom, boom
Ain't it great to be Scouting?

BRAIN BOXER
(Top Notcher)
With my hands on myself,
Was is das here?
Das is my brain boxer
Ya mamma dear.
Brain boxer, brain boxer
Dippy dippy do.
Dat's vat I learned
In the school
Yah vol!

Point to:
Top of Head
Forehead
Eye
Nose
Moustache
Mouth

Sling:
Brain Boxer
Sweat Browser
Eye Blinked
Nose Blower
Soup Strainer
Meal Pusher

CHIN
Neck
Chest
Stomach
Lap

CHIN CHOPPER
Rubber Neck
Chest Protector
Bread Basket
Batty Bouncer

CAMPFIRES
BURNING
Campfires burning,
Campfires burning,
Draw nearer, draw nearer.
In the glowing,
In the glowing,
We'll sing and be merry.

CANNIBAL KING
The Cannibal King
With a big nose ring
Fell in love With a fair young dame.
And every night
By the pale moonlight,
Across the lake he came.

Oh a hug and a kiss For Zula Miss
in the shade of the old palm tree
Whenever they met
They sang a duet
Sounded like this to me:

Bar-rumph (kiss-kiss)
Bar-rumph (kiss-kiss)
Bar-rumph ti da di a-a ay
Bar-rumph (kiss kiss)
Bar-rumph (kiss kiss)
Bar-rumph ti da di a-a ay

The Cannibal King
Went out on a fling.
Out with his fair young dame.
And so at night
by the pale moonlight,
Across the lake he came.

He placed a band Upon her hand
and vowed that ned'be true.
And so that night
by the pale moonlight
They pitched a little voo.

CHICAGO FIRE SONG
Late last night
When we were all in bed,
Mrs. O'Leary
Hung a lantern in the shed.
And when the cow kicked it over,
She winked her eye and said
"There'll be a hot time
In the off town tonight!"
Fire, Fire, Fire

CHICKEN SONG
We had a chicken
That couldn't lay eggs
We had a chicken
That couldn't lay eggs.

Refrain:
Until that rooster
Came in our yard.
And caught our chicken
Right off its guard.
We're having eggs now
We never used to
Until that rooster
Came in our yard.
Cluck, cluck, cluck, cluck.
We're having eggs now
We never used to
Until that rooster
Came in our yard.

Chicken_lay eggs...eggs
Cow_give milk...eggs
Dog_have pups...poached eggs
Garden_grow plants...eggplants
Gum tree_grow plants...Chicklets

COCK ROBIN
Who killed Cock Robin?
I said the sparrow
With a little arrow
I killed Cock Robin.

And all the birds in the field
Started sighing and the scolding
When they heard of the death
Of poor Cock Robin.
When they heard of the death
Of poor Cock Robin.
Who saw him die?
I said the fly
With my little eye
I saw him die.

Who'll say the service
I said the rock
With my little book
I'll say the service

Who'll dig the grave?
I said the owl
With my little trowel
I'll dig the grave

Who'll say the shroud?
I said the beetle
With my little needle
I'll say the shroud

CUKOO
'Twas on a summer's morning
I walked the forest through.
When suddenly I heard it.
A sweet and loud cukoo.
Cukoo, cukoo
Cukoo, cukoo, cukoo
Cukoo, cukoo
Cukoo, cukoo, cukoo

DAMPER SONG
Oh you push the damper in
And you pull the damper out
And the smoke goes up
the chimney just the same
Just the same
Just the same
And the smoke goes up the
the chimney just the same
Boom Boom.

DO LORD
Chorus:
Do lord, oh do Lord
Oh do remember me.
Oh lordy, do Lord
Oh do Lord
Oh do remember me.
Do lord, oh do Lord,
Oh do remember me.
Look away beyond

The blue horizon.
We have the camp,
The best in the land.
Oh lordy,
We have the camp,
The best in the land.
We have the camp,
The best in the land.
Look away beyond
The blue horizon.

We have the campers,
The best in the land.
We have the staff,
The best in the land.

DREAMING OF THE CAMPFIRE
I was dreaming of the campfire
Burning clear and bright.
Glistening stars were high above me
'Twas on a summer's night.
I was dreaming that my comrades
All were camping with me too
Then I woke and looked around me
And, say, that dream was true.

DUTCH TWINS
I'm a down-hearted Dutch boy
With grief and with shame
And das is the reason
I don't know my name

Refrain:
Ya Hoy Ya Ya
Hoy Ya Ya
Hoy Ya Ya Ya
Ya hoy ya ya
Hoy ya ya
Hoy ya ya ya

You may think this funny
You may think this queer
But wait 'til the rest
Of my story you hear

My mother had twins
Just me and my brother
We look so much alike

Can't tell one from another
We're called Hans and Jacob
And that was our names
It doesn't make a difference
We're called just the same

Now one of us died
Believe me 'tis so
Which one of us died
My mother don't know
Now this is the thing
I can't get through my head
Am I Hans that is living
Or Jacob that's dead?

EDIELVESS
Edielveess, Edielveess every morning
you great me.
Small and white, clean and bright
you look happy to great me
Blossom of snow may you bloom and grow, bloom and grow forever.
Edielveess, edielveess bless my homeland forever
Blossom of snow may you bloom and grow, bloom and grow forever.
Edielveess, edielveess bless my homeland forever

FATHER ABRAHAM
Father Abraham had seven sons, sir.
Seven sons had father Abraham.
And they didn't laugh
And they didn't sing
All they did was this go like this

(Song Leader): "With a right"
(Audience): "With a right"

(Song Leader): "With a right"
(Audience): "With a right"
(Song Leader): "With a left"
(Audience): "With a left"
FROM THE FIRST HELLO
From the first hello
To the last good-bye,
It's been awfully nice to know you.
So forgive the parting sigh,
As we watch you go
With your head held high.

It's been fun and neat
A pleasure to meet.
A special treat to say I.
From the first hello
To the last good-bye.

GEORGE WASHINGTON BRIDGE
George Washington Bridge
George Washington Washington Bridge
George Washington Bridge
George Washington Washington Bridge

GERMAN MUSIC SONG
Das is the German music:
From the father land! (all repeat after the leader)
It's spell on the viola! (all repeat after the leader)

Vio vio vio la Vio vio vio la
Vio vio vio la Vio vio vio la, hey!

Piano: Plinkity plinkity plink plink plink
Trumpet: Dat da dat da da dat dat dat dat
Tuba: Um ma um ma um ma pa
Bagpipes: Waa waa waa waa waa waa
Audience: Clap clap clap clap clap clap clap
Conductor: (make motion of baton)

GING GANG GOOLI
Ging gang goolie goolie
Goolie goolie wa chum
Ging gang gooo
Ging gang gooo (Repeat)
Hey la
Hey la shay la
Hey la shay la
Hey la oh on oh oh
Hey la, hey la shay la
Hey la shay la
Hey la oh.
GING GANG GOOII
Ging Gang gooii, gooii, gooii, gooii
wa chuun, ging gang gooii, ging gang gooii,
Ging Gang gooii, gooii, gooii, gooii
wa chuun, ging gang gooii, ging gang gooii
Hey la, hey la shay la, hey la shay la
Hey la hoo (repeat)
Hey la shully, shully, shully, shully
shully, wally, shully, wally, shully
wally, shully, wally, ompa, ompa,
Um-pa, Um-pa

GRAND OLD DUKE OF YORK
The grand old Duke of York
He had ten thousand men
He marched them up the hill
And then he marched them down again.
And when you're up, You're up
And when you're down, You're down
And when you're only, Half way up,
You're neither up, Nor down

GREEN GRASS GREW ALL AROUND
There was a hole (all repeat)
The cutest little hole (all repeat)
That you ever did see (all repeat)

Refrain:
Oh, the hole was in the ground
And the green grass grew
All around, all around
And the green grass grew all around

Now in that hole
There was a tree
The cutest little tree.
That you ever did see.

Oh, the tree was in the hole
And that hole was in the ground
And the green grass grew
All around, all around
And the green grass
Grew all around.

Continue adding to refrain

with tree, limb, branch, twig
nest, bird, wing, feather, etc.

GREEN GROW THE RUSHES
I'll sing you one ho
Green grow the rushes, oh

What is your one ho?
One is one and all alone
And ever more shall it be so.

I'll sing you two ho
Green grow on the rushes, oh.

What is your two ho?
Two, two little white boys
Clothed and all in
Green and gold.
One is one and all alone
And ever more shall it be so.

I'll sing you a three ho
Green grow the rushes, oh.

What is your three ho?
Three, three the rivals.
Two, two little white boys
Clothed and all in
Green and gold.
One is one and all alone
And ever more shall it be so.

Additional verses:
Four for the Gospel makers.
Five for the symbols at your door.
Six for six proud walkers.
Seven for seven stars in the sky.
Eight for the April rainers.
Nine for the nine bright shinners.
Ten for the Ten Commandments.
Eleven for the eleven that went to heaven.
Twelve for the twelve Apostles.

HALL SCOUT CAMP
WILLIAM HINDS
Hall Scout Camp William Hinds!
We sing your praise high.
Camp of the towering pines.
Beneath God's clear blue sky.
Here we'll adventure find.
And Scouting friendships, too.
So, Hail to our Scout Camp!
We pledge ourselves to you.

HAM AND EGGS
Ham and eggs, ham and eggs
I like mine fried nice and brown.
I like mine fried upside down.
Ham and eggs, ham and eggs,
Flip 'em Flip 'em
Flip 'em Flip 'em
Ham and eggs.

HARRY KAKALEGAN
I am singing you this story
Of a great man of the cloth.
His name was Kakalegan
And he worked for Irving Roth.
He died while cutting velvet
On a hot July the fourth,
But his cloth goes shining on!

Chorus:
Harry, Harry Kakalegan
Harry, Harry Kakalegan
Harry, Harry Kakalegan
His cloth keeps shining on!

He died while in the service of his lord.
He was tramping through the warehouse.
Where the drapes of Roth are stored.
He got the finest funeral.
That the Union could afford.
But his cloth goes shining on!

Well, Kakalegan perished.
As he stood by his machine.
And when the firemen broke in.
Well, they found him in between
A pile of roasted dacorns.
And some French fried gatterine.
But his cloth goes shining on!
HEARD,
SHOULDERS,
KNEES, TOES
Head, shoulders, knees and toes,
Knees and toes.
Head, shoulders, knees and toes,
Knees and toes.
And eyes and ears
And nose and mouth.
Head, shoulders, knees and toes
Knees and toes.

HE'S GOT THE WHOLE WORLD
He's got the whole world,
In his hands.
He's got the whole wide world
In his hands.
He's got the whole world
In his hands.
He's got the whole world,
In his hands.
He's got all the little babies
In his hands.
He's got all the little babies
In his hands.
He's got all the little babies
In his hands.
He's got the whole world,
In his hands.
He's got all the mammas and papas
In his hands.
He's got all the mammas and papas
In his hands.
He's got all the mammas and papas
In his hands.
He's got the whole world,
In his hands.
He's got you and me, brother
In his hands.
He's got the whole world,
In his hands.

HI HO
Hi ho nobody home.
Food, nor drink
nor money have I none.
Merrily along.
Home, nobody home,
One, two.

HINDS, HINDS, HINDS
Hinds, Hinds, Hinds,
Will I ever see thee again?
I will come again Some Day
Again some day.

HOLE IN THE BUCKET
Henry:
There's a hole in the bucket
Dear Liza, Dear Liza
There's a hole in the bucket
Dear Liza, a hole
Liza:
Then fix it, dear Henry
Dear Henry, dear Henry
Then fix it, dear Henry
Dear Henry, then fix it!

Continue in this way:
H: With what shall I fix it?
L: With straw
H: The straw is too long.
L: Then cut it
H: With what shall I cut it?
L: With an axe.
H: The axe is too dull.
L: Then sharpen it.
H: With what shall I sharpen with?
L: With a stone.
H: But the stone is too dry.
L: Then wet it.
H: With what shall I wet it?
L: With water.
H: With what shall I fetch it?
L: With a bucket.
H: But there's a hole in the bucket!

HOME ON THE RANGE
Oh, give me a home
Where the buffalo roam,
Where the deer
And the antelope play.
Where seldom is heard
A discouraging word,
And the sky
Are not cloudy all day.

Chorus:
Home, home on the range.
Where the deer
The antelope play.
Where seldom is heard
A discouraging word,
And the sky
Are not cloudy all day.

Where the air is so pure
The zephyrs so free,
The breezes so balmy and light.
That I would not exchange
My home on the range
For all the cities so bright.

I WANT TO LINGER
I want to linger a little longer.
A little longer with you.
It's such a perfect night.
It doesn't seem quite right.
That this should be
Our last with you.
Come next September
We will remember
Our camping days
And friendships true.
And as the years go by,
We'll think of you and sigh.
It's not good-bye
It's just goodnight.

(Slowly)
I want to linger
A little longer
A little longer with you.

IF I HAD A HAMMER
If I had a hammer,
I'd hammer in the morning.
I'd hammer in the evening
All over this land.
I'd hammer out danger,
I'd hammer out warning.
I'd hammer out love
Between my brothers and my sisters
All over the land.

If I had a bell,
I'd ring it in the morning
I'd ring it in the evening
All over the land.
I'd ring out danger.
I'd ring out warning.
I'd ring out love
Between my brothers and my sisters
All over this land.

Well, I've got a hammer,
And I've got a bell.
I've got a song to sing
All over this land.
It's the hammer of justice.
It's the bell of freedom.
It's the song of love.
Between my brothers and my sisters
All over this land.

If you're happy and you know it
Clap your hands (clap, clap, clap)
If you're happy and you know it
Clap your hands (clap, clap, clap)
If you're happy and you know it
And you really want to show it
If you're happy and you know it
Clap your hands (clap, clap, clap)

If your happy and you know it
Scratch your head (see, see, see) ...
If you're happy and you know it
Shout Amen ("Amen"), ...
If you're happy and you know it
Do all three, (Clap, clap, clap)
(see, see, see) (Amen) ...

I'M A FORD
I'm an ugly piece of tin.
Nobody knows where I might have been.
I've got four wheels and a running board.
I'm a Ford, a Ford.
Bump, bump, rattle, rattle

I'M HAPPY WHEN I'M HIKING
Tramp tramp tramp tramp tramp
Tramp tramp tramp
I'm happy when I'm hiking
Pack upon my back.
I'm happy when I'm hiking
Off the beaten track.
Out in the open country,
That's the place for me.
With a true Scouting friend
To the journey's end.
Ten, twenty, thirty, forty,
Fifty miles a day.
Tramp, tramp, tramp

IT'S A ME
It's a me, it's a me, it's a me, oh Lord
Standing in the need of prayer.
It's a me, it's a me, it's a me, oh Lord
Standing in the need of prayer.
It's not my brother, not my sister,
But it's a me, oh Lord
Standing in the need of prayer.
It's not us, not them,
But it's a me, oh Lord
Standing in the need of prayer.

I'VE GOT THAT SCOUTING SPIRIT
I've got that Scouting Spirit (clap)
Up in my head (clap, clap, clap)
Up in my head (clap, clap, clap)
Up in my head
I've got that Scouting Spirit (clap)
Up in my head
And it's up in my head to stay.
I've got that Scouting Spirit
Deep in my heart

 свест

JOHN JACOB JINGLEHEIMER SCHMIDT
John Jacob Jingle-heimer Schmidt
That's my name too.
Whenever I go out,
The people always shout,
There goes John Jacob Jingle-heimer Schmidt.

JOHNNY VERBEEK
Chorus:
Oh, Mr. Johnny Verbeek
How could you be so mean?
I told you you'd be sorry
For inventing such a machine.
Now all the neighbors' cats and dogs
Will never more be seen.
They'll all get to sausages
In Johnny Verbeek's machine.

There was a little Dutchman
His name was Johnny Verbeek.
He was a dealer in sausages
And sauerkraut and speck.
He made the finest sausages
That ever could be seen.
And one day he invented
A wonderful sausage machine.
One day a little Dutch boy
 Came walking in the store,
He brought a pound of sausages
Kum ba yah.
A scout is Helpful, Lord
Kum ba yah
Oh, Lord, Kum ba yah

A scout is Friendly, Lord
Kum ba yah,
A scout is Courteous, Lord
Kum ba yah.
A scout is Kind, Lord
Kum ba yah
Oh, Lord, Kum ba yah

A scout is Obedient, Lord
Kum ba yah,
A scout is Chrestful, Lord
Kum ba yah.
A scout is Thrusy, Lord
Kum ba yah
Oh, Lord, Kum ba yah

A scout is Brave, Lord
Kum ba yah,
A scout is Clean, Lord
Kum ba yah.
A scout is Reverent, Lord
Kum ba yah
Oh, Lord, Kum ba yah

LESSONS
I've been working on my lessons,
al the livelong day
I've been working on my lessons,
just to pass.

LET THERE
BE PEACE
Let there be peace on earth,
And let it begin with me.
Let there be peace on earth,
The peace that was meant to be.
With God as our father,
Brothers all are we.
Let me walk with my brother
In perfect harmony.
Let peace begin with me.
Let this be the moment now.
With every step I take
Let this be my solemn vow.
To take each moment
In peace eternally.
Let there be peace on earth
And let it begin with me.

**LITTLE ACORN**
I'm a little acorn brown
Lying on a cold, cold ground.
Everybody steps on me.
That's why I'm cracked you see.
I'm a nut, knock, knock.
I'm a nut, knock, knock.

**LITTLE RED CABOOSE**
Little red caboose Chug, chug, chug
Little red caboose Chug, chug, chug
Little red caboose Behind the train
Whaa, whaa, whaa
Chuggin' on down the track
Smokestack on its back
Little red caboose Behind the train
Whaa, whaa, whaa.

**LITTLE TOMMY TINKER**
Little Tommy Tinker
Sat upon a clinker.
And he began to cry.
"Oh Ma-a-a. Oh, Ma-a-a." Poor little innocent guy.

**LITTLEST WORM**
The littlest worm I ever saw
Was stuck inside: My soda straw.
He said to me: Don't take a sip.
'Cause if you do I'll surely flip.
I took that sip: And he went down
Down through my pipes: He must have drowned.
He was my pal: He was my friend
And now he's gone: And that's the end.
But then I burped: And he came up
He came right up into my cup.
He said to me: That wasn't nice.

You did it once - Don't do it twice.
The moral of - This little tale
"If you see a worm - Just don't inhale."

**MADALINA CATALINA**
Chorus: Oh, Madalina Catalina
Hymnical Watertidal Hocus Focus
Locus Was her name.
Boo bidilly adda, boom boom.

She had two hairs On the top of her head.
One was living The other was dead.

She had two eyes in the front off her head.
One was green The other was red.

She had two ears On the side of her head.
One was leather, The other was lead.

She had two teeth in the front of her mouth.
One pointed north The other pointed south.

**MEN OF HINDS**
Men of Hinds together taking to the world.
Scouting ways together, with flags and banners mightily unfurled.
To our oath and Scout law
true we'll always be
With every staffman every camper bound together in our legion
Men of Hinds are we.

**MICHAEL ROW THE BOAT ASHORE**
Michael rowed the boat ashore
Allelujah!
Michael rowed the boat ashore
Allelujah!
Sister helped to trim the sail
Allelujah!

The river Jordan is chilly and cold,
Allelujah!
Chills the body not the soul,
Allelujah!
The river Jordan is deep and wide
Allelujah!
Michael rowed the boat ashore
Allelujah!
Michael rowed the boat ashore
Allelujah!

**MUFFIN MAN**
Do you know the Muffin Man?
The Muffin Man, The Muffin Man?
Who lives on Drury Lane?
Yes I know the Muffin Man
The Muffin Man, The Muffin Man
Yes I know the Muffin Man
Who lives on Drury Lane.

**MY BOY SCOUT HAT**
One day I went into the subway
With my Boy Scout hat.
I placed it on the seat beside me,
My Boy Scout hat,
My Boy Scout hat.
A bigga fatta lady
She sat upon my hat
She squashed it flat.
Christopher Columbus,
What do you think of that?
A bigga fatta lady
She sat on my Boy Scout hat
It is no joke. My hat she broke.
The bigga fatta lady,
I would like to choke.

**MY HAT IT HAS THREE CORNERS**
My hat it has three corners.
Three corners has my hat.
And had it not three corners, it would not be my hat.

**OLD MACDONALD**
Old MacDonald had a farm
E-I-E-I-O
And on that farm He had some pigs
With an oink oink here
And an oink oink there
Here an oink There an oink
 Everywhere an oink oink
Old MacDonald had a farm

And on that farm He had some cows
With a moo moo here
And a moo moo there
Here a moo There a moo
 Everywhere a moo moo
Oink oink here Oink oink there
Here an oink There an oink
 Everywhere an oink oink
Old MacDonald had a farm

OLD MILL STREAM
Down by the old mill stream
Where I first met you
With your eyes So blue
Dressed in gingham too
For it was then I knew
That you loved Me true
You were sixteen
My village queen
Down by old mill stream

Down by the old
(not the new but the old)
Mill stream
(not the river but the stream)
Where I first
(not last but first)
Met you
(not me but you)
With your eyes
(not your nose but your eyes)
So blue
(not green but blue)
Dressed in gingham
(not in satin but gingham)
Too
(not one but two) For it was then
(not now but then)
I knew
(not old but new)
That you loved
(not hated but loved)

Me true
(not false but true)
You were sixteen
(not eighty-five)
My village queen
(not the king but the queen)
Down by old mill stream
(not the river but the stream)

OLD TIME RELIGION
Chorus:
Give me that old time religion
Give me that old time religion
Give me that old time religion.
It's good enough for me.

It was good enough for father.
It was good enough for father.
Then it's good enough for me.

One hand Keep moving.
And we'll all be happy all day.

Verses:
One finger
one thumb
one hand
one arm
two arms
one leg
two legs
stand up sit down
Stand up, turn around, sit down

ONE HEN,
TWO DUCKS
One hen
Two ducks
Three squawking geese
Four limerick oysters
Five golden rings
Six pairs of Don Alverzo's favorite
tweezers.
Seven thousand Macedonians in full
battle array.

Eight brass monkeys from the
ancient, sacred, secret crypts of
Egypt.
Nine apathetic, sympathetic diabetic
old men on roller skates with a
marked propensity towards
procrastination and sloth.

Ten spherical, lyrical diabolical
demons of the deep who consistently
quiver on the quarry of the key
constantly.

OUR SUMMER CAMP
Our summer camp we love the best
Where pine trees gently sway
Where brotherhood survives the test
from dawn to the end of the day.
Our waterfronts our woods and fields
are where the spirits play
As active boys learn new ideals
as they go scounings way
Camp William Hinds, Camp William Hinds
With pines so straight and tall.
and campfires in the starry night
we love you best of all.
PADDLE SONG
Our paddles keen and bright, Flashing like silver
Swift and the wild goose flight. Dip, dip, and swing.
Dip, dip, and swing and back Flashing like silver
Swift as the wild goose flight. Dip, dip, and swing.

PATSY ORY AAY
Patsy ory ory aay, Patsy ory ory aay,
Patsy ory ory aay, Workin' on the railroad.

Eighteen hundred and ninety-one
Found myself a common bum
Found myself a common bum
Workin' on the railroad.

1892 Got a job with a dynamite crew.
1893 Got a job to move a tree
1894 Knocked on death's door
1895 Found myself barely alive
1896 Dropped a couple dynamite sticks
1897 Found myself on the way to heaven
1898 Found myself at the pearly gate
1899 Found myself on a cloud so fine
Eighteen hundred and ninety ten -
that was fun lets do it again.

PEACE
Peace I ask of thee, of river, Peace, peace, peace.
When I learn to live serenely Cares will cease
From the hills I gather courage Visions of the day to be.
Strength to lead, And faith to follow,
All are given unto me.
Peace I ask of the 'ol river, Peace, peace, peace.

PICK A BALE OF COTTON
Refrain:
Oh lordy, Pick a bale of cotton
Oh lordy, Pick a bale a day
(Repeat once)

Gonna jump down, Turn around
Pick a bale of cotton
Gonna jump down, Turn around
Pick a bale a day.
(repeat once)
(Refrain)

Me and my wife, We pick a bale of cotton
Me and my wife, We pick a bale a day
Gonna pick a, pick a, Pick a, pick a,

Pick a, pick a, Pick a bale a day.

PINK PAJAMAS
I wear my pink pajamas in the summer when its hot.
I wear my flannel nighties in the winter when its not.
And sometimes in the Springtime
And sometimes in the fall
I jump right in between the sheets With nothing on at all.
That's the way we do it at Camp Hinds.
That's the way we do it at Camp Hinds.
That's the way we do it at Camp Hinds
with nothing on at all.

PRETORIA
Oh, I'll sing with you And you'll sing with me,
And yes, we will sing together
Yes, we will sing together Yes, we will sing together
I'll sing with you And you'll sing with me,
And yes we will sing together As we march along.

Chorus:
Oh, we are marching to Pretoria
(Where?)
Pretoria.
(Where?)
Pretoria.
(Oh!)
We are marching to Pretoria Pretoria, hoorah!

Oh I'll camp with you...
Cook with you
Swim with you
Hike with you
Row with you
Work with you
Scout with you
Etc....

QUATTERMASTER'S STORE
There are snakes, snakes, snakes,
As big as garden rakes
At the store. At the store.
There are snakes, snakes, snakes
As big as garden rakes
At the quartermaster, Quartermaster's Store.

Chorus:
My eyes are dim, I can not see
I have not brought my spectacles with me.
I have not brought my spectacles with me.
There are mice, mice, mice, Running through the rice
There are rats, rats, rats. As big as alley cats.

QUI QUIE
(Pronounced "kwee kwii")
Qui quie quie mony, Dony mony dos-nik
Cum quie qui, Cum quie qui
(repeat)
Oh niko-de-mo, Oh kully ully ubmo
Oh niko-de-mo, Oh kully ully
ubmo ubmo ubmo ... ...

RATTLIN' BOG
Chorus:
Oh ho the rattlin' bog
The bog down in the valley-oh
Oh ho the rattlin' bog
The bog down in the valley-oh

Now in that bog there was a tree
A rare tree, A rattlin' tree
Tree in the bog
And the Bog down in the valley-oh

Now on that tree there was a limb
A rare limb, a rattlin' limb
Limb on the tree
Tree in the bog
And the bog down in the valley-oh

Now on that limb there was a branch
A rare branch, a rattlin' branch
Branch on the limb
Limb on the tree
Tree in the Bog
And the bog down in the valley-oh

Add: twig, nest, bird, wing, feather, flea, wing, feather

REGARDS TO AQUATICS
Give my regards to Aquatics
Remember me at Chipmunk Point
Tell all the gang at Old Camp Hinds
That aquatics is the best.
We have rowboats and canoes.
And don't forget our waterfront
Tell all the gang at Old Camp Hinds
That aquatics is here to stay.
Da da da da da da da da
give my regards to aquatics;
and say we will be there soon.

RISE AND SHINE
The lord said to Noah there's gonna be a flood, floody
The lord said to Noah There's gonna be a floody, floody
Get those children (clap) Out of the muddy, muddy
Children of the lord

Chorus:
Come on and rise and shine
And give God your glory, glory.
Rise and shine And give God your glory, glory
Rise and shine And (clap) Give God your glory glory
Children of the lord.

So Noah he built him He built him an ark-ky, ark-ky.
Noah he built him He built him an ark-ky, ark-ky.
Built it out of (clap) Hickory baky baky
Children of the lord

The animals they came Two by two-ie two-ie
The animals they came Two by two-ie two-ie
Elephants and (clap) Kangaroos roolies
Children of the lord.

It rained, it rained For forty days-ie days-ie.
It nearly drove those (clap) Animals crazy crazy.
Children of the Lord

Then out came the sun And dried out the landy landy
Out came the sun and dried out the landy landy
Everything was (clap) Fine and dandy dandy.
Children of the Lord.

ROCK-A MY SOUL
Rock-a my soul In the bosom of Abraham.
Rock-a my soul In the bosom of Abraham
Rock-a my soul In the bosom of Abraham
Oh, rock-a my soul.

So high - Can't get over it.
So low - Can't get under it.
So wide - Can't get around it.
Oh, rock-a my soul.

ROW, ROW, ROW YOUR BOAT
Row, row, row your boat
Gently down the stream
Merrily, merrily
Merrily, merrily,
Life is but a dream.
ROWING UP

THE TENNY
Rowing up the tenny,
we don't need a penny,
Scouts are always carefree
up at ole camp hinds.
Grab your bags and go now.
Let's not move to slow now.
Camping in the summertime,
Where the sun is shining.
Camping out or dining.
Scouting is the life for me
at ole Camp Hinds.

SCOUT LAW SONG
Trustworthy Tommy was a Scout,
Loyal to his mother,
Helpful to his folks about,
Friendly to his brother,
Courteous to the girl he knew,
Kind to his rabbits,
Obedient to his father too and,
Cheerful in his habits,
Thrifty saving for a need,
Brave and not a faker;
Clean in word, and thought, and deed,
Reverent to his Maker.

SCOUTING LIGHT
This little Scouting light of mine,
I'm gonna let it shine.
This little Scouting light of mine,
I'm gonna let it shine.
This little Scouting light of mine,
I'm gonna let it shine.
Let it shine all the time. Let it shine.

Walk my little light 'Round the block,
I'm gonna let it shine.
Walk my little light 'Round the block,
I'm gonna let it shine.
Walk my little light 'Round the block,
I'm gonna let it shine.
Let it shine all the time. Let it shine.

I'm gonna let it shine.
Don't you PHHHPT My little light out,
I'm gonna let it shine.

SCOUTING WE GO
Scouting we go, scouting we go
Sunlit trails,
And land where water flow
By our campfire's
Friendly, flaming glow
Scouting we go
Scouting we go

SECOND STORY WINDOW
Mary had a little lamb
It's fleece was white as snow
And everywhere that Mary went
She threw it out the window.
The window, the second story window.
And everywhere that Mary went
She threw it out the window.

Old Mother Hubbard,
Little Jack Horner,
Old King Cole,
Little Miss Muffet
Jack and Jill
Humpty Dumpty
Peter Peter Pumpkin eater.

SEWER SONG
Chorus:
We sing the song of the sewer,
Of the sewer we sing this song.
Together we stand
With shovels in hand
To keep things floating along.

I work in the sewer,
It's a pretty hard job.
You know they don't hire
Just any old slick.
You don't have to wear
A tie or a coat.
You just gotta know
How to float.

I work in the sewer
With a guy named Bruce,
We're in charge
Of all the refuse.
I go down first
While he holds the lid.
Gee, I'm telling you
What a sweet kid.

A funny thing happened
To Bruce yesterday.
The tide came up
He got carried away.
He ended up in Jersey.
But that's O.K. now.
'Cause that's where
He lives anyhow.

My father he worked
In the sewer town,
I followed his footsteps
And worked my way down.
That's how I got started
In this here industry.
I just sort of fell into it.
Sheesh, lucky me.

SHOUTING LORD,

LORD, LORD
I'm shouting Lord, Lord, Lord
You sure been good to me
I'm shouting Lord, Lord, Lord
You sure been good to me
I'm shouting Lord, Lord, Lord
You sure have been good to me
'Cause you done what the world can't do

Well, you fed me when I was hungry,
You sure been good to me
'Cause you done what the world can't do

Well, you clothed me when I was naked

Well, you buried me when I was dead
SILVER SPADE
You can dig my grave,
With a silver spade.
You can dig my grave,
With a silver spade.
You can dig my grave,
With a silver spade.
'Cause I ain't gonna be
Here much longer.

There's a starry crown
Up in heaven for me.

You can pluck one string
And the whole heaven rings.

SLIPPIN' CLUBER
The prettiest girl I ever saw
Was sippin' cluber through a straw.

I said to her you d'ent that fer
A sippin' cluber through a straw?

She says to me Now don't you know
That sippin' cluber's on the go.

Now cheek to cheek And jaw to jaw
We both sip cluber through a straw.

And now and then
That straw would slip
And I'd sip cluber through her lips.

Now forty-eight kids All call me pa
For sippin' cluber through a straw.

The moral is My children dear,
Don't sip a cluber sip a root beer.

SIXPENCE
I've got six pence
Jolly jolly six pence
I've got six pence
To last me all my life.

I've got two pence to spend
And two pence to lend
And two pence to send
Home to my wife.
Poor wife!

Chorus:
No cares have I to grieve me
No pretty little girls to deceive me.
I'm happy as a lark, believe me,
As we go rolling home.
Rolling home (rolling home)
Rolling home (rolling home)
By the light of the
Silver moon oo-oo-oo-oo
Happy is the day
When my cares go away
As we go rolling, rolling home.

I've got four pence
Jolly jolly four pence
I've got four pence
To last me all my life.

I've got two pence to spend
And two pence to lend
And no pence to send
Home to my wife.
Poor wife!

I've got two pence
Jolly jolly two pence
I've got two pence
To last me all my life.

I've got two pence to spend
And no pence to lend
And no pence to send
Home to my wife.
Poor wife!

I've got no pence,

SUZY
Where oh where
Is poor little Suzy?
Where oh where
Is poor little Suzy?
Where oh where
Is poor little Suzy?
Way down yonder
In the Paw Paw Patch.

SWIMMING,
SWIMMING
Swimming, Swimming
In the swimming hole
When days are hot
And days are cold
In the swimming hole.
Breaststroke, Sidestroke
Paney diving, too
Don't you wish you never
Had anything else to do.
But (Three times faster)

SWING LOW, SWEET CHARLOT
Swing low, sweet chariot
Coming for to carry me home
Swing low, sweet chariot
Coming for to carry me home

Well, if you get there
Before I do
Coming for to carry me home
Tell all my friends
That I'm a coming too.
Coming for to carry you home.

And I looked over Yonder
And what did I see
Coming to carry me home?
A band of angels
Coming after me
Coming for to carry me home.

Swing low, sweet chariot
Coming for to carry me home
Swing low, sweet chariot
Coming for to carry me home

TAPS
Day is done, gone the sun
From the lake, From the hills
From the sky.
All is well, Safely rest.
God is nigh.

TELL ME WHY
Tell me why the stars do shine
Tell me why the ivy twines
Tell me why the sky so blue
And I'll tell you Hinds just why I love you
Because God made the stars to shine
Because God made the ivy twine
Because God made the sky so blue
That is Camp Hinds just why I love you
THIS LAND IS YOUR LAND
This land is your land,
This land is my land.
From California
To the New York Island,
From the Redwood Forest
To the Gulf Stream waters,
This land was made
For you and me.

As I was walking
That ribbon of highway,
I saw above me
That endless skyway.
I saw below me
That golden valley.
This land was made
For you and me.

I roamed and rambled,
And I followed my footsteps
To the sparkling sands
Of her diamond deserts.

All around me
A voice was sounding,
This land was made
For you and me.

When the sun came shining,
Then I was strolling,
And the wheat fields waving.
A voice was chanting
As the fog was lifting,
This land was made
For you and me.

THREE JOLLY FISHERMEN
There were three jolly fishermen.
There were three jolly fishermen.
Fisher, fisher, men, men, men.
There were three jolly fishermen.

The first one's name was Abraham.
The first one's name was Abraham.
Abra, Abra, ham, ham, ham.
Abra, Abra, ham, ham, ham.
The first one's name was Abraham.

The second one's name was Isaac.
The second one's name was Isaac.
I-saac, saac, saac.
The second one's name was Isaac.

The third one's name was Jacob.
The third one's name was Jacob.
Ja, Ja, cob, cob, cob.
The third one's name was Jacob.

They all went down to
Amster-ssthh.

We mustn't say that
naughty word.

We're gonna say it anyhow.

They all went down to
Amsterdam.

THREE WOOD PIGEONS
Three wood pigeons.
Three wood pigeons.
Three wood pigeons.

Sitting on a fence.

Oh look! One has flown a-way.
Isn't it a shame. Boo-hoo.

Two wood pigeons,
Oh look,
One wood pigeon,
Oh look,
No wood pigeons,

Refrain changes:
Oh look! One has re-turned.
Let us rejoice. Alleluia!

One wood pigeon,

TO OPE THEIR TRUNKS
To ope their trunks
The trees are never seen
How then do they
Put on their robes of green
They leave them out!

TRAIL TO EAGLE
Trail to Eagle, Trail to Eagle,
Climbing all the time.

First the Star And then the Life
Will on your bosom shine.
Keep climbing.

Blaze the trail And we will follow
Hark! the Eagle's call.
Oh, brothers
On until we're Eagle's all.

TROLLEY
I'm a trolley, I'm a trolley,
And I've been one all my life,
And I'd rather be a trolley than a bus.

UKI TUKI UMBRA
Uki tuki umbra. Uki tuki umbra.
Hey little, Hi little Ho little hey
(Repeat)

Hey tuck-o-la-me sho-walky
Hey tuck-o-la-me sho-walky
Hey tuck-o-la-me sho-walky
VALERIE
I love to go wandering
Across the beaten track.
And as I go I love to sing
My knapsack on my back.

Valerie, Valera
Valerie, Valera
ha ha ha ha ha ha
Valerie, Valera
My knapsack on my back.

I love to wander by the stream
That dances in the sun
So joyously it calls to me,
"Come join my happy song."

I wave my hat to all I meet
And they wave back to me
And the blackbirds
Call so loud and sweet
From every greenwood tree.

Hi overhead the skylarks wind
They never rest at home.
But just like me
They love to sing
As o'er the world we roam.

Oh may I go a-wandering
Until the day I die.
Oh may I always laugh and sing
Beneath God's clear blue sky.

DAPOR SONG
Man's life's vapor, Full of woes.
He cuts a caper. Down he goes.
Down he, down he, down he, down he
Down he goes.

VESPER
Softly falls the light of day
As our campfire fades away.
Silently each Scout should ask
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared?"

VATILLY ATCHA
Vatilly atcha, vatilly atcha
Doodly do, doodly do.
Vatilly atcha, vatilly atcha,
Doodly do, doodly do.
Some folks say,
"There ain't nothing to it
All you have to do is doodly do it."
I like the rest,
But the part I like best
Goes doodly doodly do.

WE ARE CRAZY
We are crazy, We are crazy.
We are nuts, We are nuts.
Happy little morons,
Happy little morons
Blah blah blah blah.

WE'RE ALL TOGETHER AGAIN
We're all together again
We're here, we're here.
We're all together again
We're here, we're here.
Who knows when
We'll be all together again
Singing all together again
We're here.

WE'RE ON THE UPWARD TRAIL
We're on the upward trail
We're on the upward trail
Singing as we go
Scouting Bound.
We're on the upward trail
We're on the upward trail
Singing, singing
Everybody singing,
Scouting bound.

WHERE SAMMY HUNG THE PAPER
When Sammy hung the paper on the wall
He spilled a little paste upon us all
Now we're all stuck together
In all kinds of weather
Since Sammy hung the paper on the wall.

YANKEE DOODLE DANDY
I'm a Yankee Doodle Dandy
A Yankee Doodle do or die
A real live nephew
Of my Uncle Sam,
Born on the Fourth of July.

I've a Yankee doodle sweetheart.
She's my Yankee doodle joy.
Yankee Doodle went to London
Just to ride the ponies.
I am that Yankee Doodle boy!

YOU CAN'T GET TO HEAVEN
Oh you can't get to heaven
On roller skates.
'Cause you'll roll right by
Those pearly gates

Chorus:
Oh you can't get to heaven
On roller skates.
'Cause you'll roll right by
Those pearly gates.

Ain't gonna grieve my lord no more,
I ain't gonna grieve my lord no more.
I ain't gonna grieve my lord no more.
I ain't gonna grieve my lord no more.

Oh you can't get to heaven:
In ******'s shoes,
'Cause the lord don't allow
Those big canoes.

In a pair of skis
'Cause you'll slide right through
St. Peter's knees.

In a Camp Hinds boat
'Cause the gosh darn things
Don't even float.

In a limousine
'Cause the lord don't sell
No gasoline.
If you get to heaven
Before I do,
Just drill a hole
And pull me through

**YOU CAN'T LOVE ONE**
Oh my darlin' you can't love one, love one
Oh my darlin' you can't love one, love one
Oh you can't love one and still have fun
I'm leaving on the midnight train...
La-di-da
Whoa back...
yoo-hoo...
chug-a-chug

Oh my darlin' you can't love two, love two
Oh my darlin' you can't love two, love two
Oh you can't love one and still be true
I'm leaving on the midnight train...
La-di-da
Whoa back...
yoo-hoo...
chug-a-chug

three...love me
four...want more
five...stay alive six...do tricks
seven...go to heaven
eight...be great
nine...be mine
ten...and that's the end.

**ZUM GALI GALI**

Zum gali gali gali
Zum gali gali
Zum gali gali gali Zum
Zum gali gali gali Zum
Zum gali gali Zum
Zum gali gali gali Zum

Ecaluts lemans avoda
Avoda lemans ecaluts
Camp William Hinds - Equipment Check-Out Form

AREA: ___________________________________________ DATE: ____________________________

Borrower will initial appropriate column when checking out an item. Responsible Staff member will initial upon return of the item. It is understood that the borrower and/or his troop will be responsible for the reimbursement of any item damaged or not returned.

<table>
<thead>
<tr>
<th>DESCRIPTION OF ITEM</th>
<th>DATE OUT</th>
<th>BORROWER'S NAME PRINTED &amp; INITIALS</th>
<th>CAMPSITE &amp; TROOP</th>
<th>DATE IN</th>
<th>STAFF INITIALS</th>
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CHECKOUT/H92/DRZ
CAMP WILLIAM HINDS - EQUIPMENT CHECK-OUT FORM

AREA:  

DATE:  

Borrower will initial appropriate column when checking out an item. Responsible staff member will initial upon return of the item. It is understood that the borrower and/or his troop will be responsible for the reimbursement of any item damaged or not returned.

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CHECKOUT/H92/DBZ
7' BY 9' WALL TENT

EQUIPMENT:
1 - CANVAS
1 - RIDGEPOLE
2 - UPRIGHT POLES
8 - STAKES TO SECUREropes
12 - SHORT STAKES TO SECURE BOTTOM OF TENT WALL

FRONT
CLOTH TIES ON
FRONT AND BACK
FLAPS

ROPE TIES AT
CORNER OF WALL

SIDE

ROPE STAKES

TOP
TENT WALL
STAKES
STANDING WALL TENT

TENTS SHOULD BE AIRED DAILY —
WEATHER PERMITTING

ROLL WALLS AND FLAPS
IN AND TIE
TIPS ON PITCHING A TENT —

SELECT A SUITABLE SITE ALLOWING FOR DRAINAGE AND WIND PROTECTION —

A METHOD FOR LOCATING THE FOUR CORNER STAKES IS SHOWN BELOW — LAY THE RIDGEPOLE ON THE GROUND AND INSERT THE TWO UPRIGHT POLES — REMEMBER THE RIDGEPOLE ENDS WILL BE AWAY THE OPENING SIDES OF YOUR TENT.

TAKE THREE STEPS (HEEL TO TOE) OUT FROM THE END OF YOUR UPRIGHT POLE.

THE RIDGEPOLE THEN TAKE TWO STEPS AWAY FROM THAT POINT AND POUND IN A STAKE. FOLLOW THIS PROCEDURE FOR ALL FOUR CORNERS. MARK THE RIDGEPOLE LOCATION WITH STAKES THIS IS WHERE THE UPRIGHT POLES WILL STAND —

TENT WALL GROUND HOLDS
(BECKETS)

TAKE A BIGHT IN THE ROPE AND THEN TIE AN OVERHAND KNOT FORMING THE LOOP — FORCE THIS LOOP THROUGH THE GROMMET FROM THE INSIDE OF YOUR TENT.

--- 14 INCHES ---

BIGHT

TWIST

KNOT

BECKET

SHORT STAKE

USE ¼ IN. ROPE

CANVAS TENT WALL

GROMMET

GROUND

KNOT

WOOD STAKE POUNDER

METAL HAMMERS AND WOOD TENT PEGS DO NOT WORK WELL TOGETHER. USE OLD BOWLING PINS OR MAKE YOUR OWN TENT PEG POUNDER OR TENT PEG MALLET.

DRILL WITH AUGER

4 INCH LOG

WEDGE TO HOLD HANDLE

TAPER TO PREVENT SPLITTING

USE HARD WOOD

CUT SHAPE WITH AXE

WITH HAND KNIFE

PAGE 4
WET WEATHER HINTS:

DO NOT DITCH TENTS ON COUNCIL CAMP PROPERTY. IF EVERY CAMPER DITCHED HIS TENT - SOIL EROSION WOULD SOON DESTROY OUR PATROL SITES. PLAN YOUR TENT LOCATION SO THAT NATURAL DRAINAGE FLOWS AWAY FROM YOUR AREA.

STATE AND NATIONAL CAMPS ALSO PROHIBIT THE DITCHING OF TENTS.

REMEMBER — CANVAS SHRINKS WHEN WET AND STRETCHES WHEN DRY.

TENT ROPES MUST BE ADJUSTABLE — SLACKEN WHEN THE CANVAS GETS WET — TIGHTEN WHEN THE CANVAS DRIES. THIS PROCEDURE PROTECTS THE CANVAS FROM TEARING AND MAINTAINS THE TENT SHAPE.

THREE METHODS OF ROPE ADJUSTMENT.
STRIKING YOUR TENT

REMOVE ALL STAKES AND CORNER WALL LACING.- LEAVE THE WALL BECKETS IN THEIR GROMMETS.

HOLD THE UPRIGHT POLE BASE IN PLACE AND LOWER THE TENTAGE TO ONE SIDE.

TWO BOYS HOLD UPRIGHT POLES.
THIRD BOY REMOVE STAKES AND HELP LOWER TENT.
LAY TENTAGE FLAT ON THE GROUND.
SLIDE RIDGE POLE OUT.

PULL UPRIGHT POLES OUT.
FLIP-FLOP THE CANVAS

GRASP THE TOP CORNERS OF THE TENT AND PULL OUT TIGHT — THEN FLIP-FLOP THE CANVAS

1. PULL

2. FLIP

3. FLOP

4. PULL

LAY FLAT ON THE GROUND — THE TENTAGE IS NOW READY FOR FOLDING
FOLDING CANVAS FOR STORAGE

STEP 1
Fold front and rear walls in toward center of canvas — keep one or two ropes out for tying. Throw remaining ropes to the center—start at top of tent—fold canvas in half.

STEP 2
Fold canvas in half again—place ropes from bottom side of tent on top of canvas and roll.

STEP 3
Roll tight and tie with the one or two tent ropes.

STEP 4
Brush off dirt as you roll.
Additional Information —

- One of the cardinal rules of care is never to store a wet tent, as this may cause mildew.

- Mildew is a parasitic growth associated with dampness and is very injurious to canvas.

- A tent should also be clean when stored before striking your tent, inspect it for snags, missing grommets, missing ties, broken seams and splintered poles. If repair work is needed, report this information to your leader or camp director.

- Never tighten ropes so they "ping" when pulled — when the canvas is too tight it may tear out grommets and seams.

- When the canvas is wet, an object pressed against the material may cause capillary action and the material to spring a slow leak — avoid bumps and pressures against the canvas when it rains.

- Some insecticides will destroy the water proofing in your tent materials and cause your tent to leak. Do not spray directly on canvas.

- Absolutely no fires inside or even close to your tent. Canvas material burns very fast. Have fire buckets, full of water, outside of every tent.
Tent Folding Procedure

I. Lay tent with # side down
II. Fold all doors and walls in.
III. Fold the width of the tent in thirds.
IV. Fold the length into fourths.
V. Fold in half
VI. Place on Tent rack with # side showing.

* See diagrams for details *
<table>
<thead>
<tr>
<th>MERIT BADGE LESSON PLAN</th>
<th>COUNSELOR</th>
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<tbody>
<tr>
<td>DESCRIPTION OF REQUIREMENTS</td>
<td>METHOD OF TEACHING</td>
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<td>MATERIALS NEEDED</td>
<td>FOLLOW-UP</td>
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<tr>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
<th>PROJECT</th>
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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 transferable 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:

<table>
<thead>
<tr>
<th>Year</th>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
<th>Week 4</th>
<th>Week 5</th>
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<tbody>
<tr>
<td>1995</td>
<td>July 8-9</td>
<td>July 15-16</td>
<td>July 22-23</td>
<td>July 29-30</td>
<td>August 5-6</td>
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<tr>
<td>1996</td>
<td>July 6-7</td>
<td>July 13-14</td>
<td>July 20-21</td>
<td>July 27-28</td>
<td>August 3-4</td>
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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:

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<tr>
<td>Wed at 7:30 PM May 3rd</td>
<td>May 8th</td>
<td>May 7th</td>
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<tr>
<td>Sat at 2:30 PM May 6th</td>
<td>May 11th</td>
<td>May 10th</td>
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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 led 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.

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 uncalled) 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
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 E-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," which is your ticket to waterfront activities (swimming and boating). Following the medical 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; dive 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; dive 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 PM flag ceremony on Sunday morning. Vehicles may enter camp to pick-up gear using the same procedure as during check-in.
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.
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.
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.
**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 boat(s) 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 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.

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.
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 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.
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.

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 crosbow. 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 will 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 9. Fishing is allowed from rowboats but not canoes.

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.
CAMP CRAFT (SCOUT CRAFT)

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 sword 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.

Please duplicate and distribute as needed
<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>8:45</td>
<td>ARRIVAL (PARKING AT CADIGAN CABIN)</td>
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<tr>
<td>8:45-9:00</td>
<td>CUBMASTER MEETING AT THE B-B RANGE WITH PROGRAM DIRECTOR &amp; CAMPSITE GUIDES</td>
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</tbody>
</table>
| 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                                           |
| 1:30-2:30  | GROUP A  
| 1:30-2:30  | GROUP B  
| 1:15-1:55  | GROUP C  
| 1:15-1:55  | GROUP D  
| 1:15-1:55  | GROUP E  
| 1:15-2:00  | GROUP F  
| 1:15-2:00  | GROUP G  
| 1:15-2:00  | GROUP H  
| 1:15-2:00  | GROUP I  
| 1:15-2:00  | GROUP J  
| 1:30-2:30  | SWIMMING  
| 1:30-2:30  | B-B RANGE  
| 2:00-2:40  | CAMPRAFT  
| 2:00-2:40  | CRAFTSHOP  
| 2:00-2:40  | ARCHERY  
| 2:00-2:40  | BOATING  
| 2:00-2:40  | VOLLEYBALL  
| 2:45-3:25  | GROUP A  
| 2:45-3:25  | GROUP B  
| 2:45-3:25  | GROUP C  
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| 2:45-3:25  | GROUP H  
| 2:45-3:25  | GROUP I  
| 2:45-3:25  | GROUP J  
| 2:45-3:25  | NATURE  
| 2:45-3:25  | VOLLEYBALL  
| 3:00-4:00  | ARCHERY  
| 3:00-4:00  | CRAFTSHOP  
| 3:00-4:00  | CAMPRAFT  
| 3:00-4:00  | B-B RANGE  
| 3:30-4:10  | GROUP A  
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| 3:30-4:10  | VOLLEYBALL  
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| 5:00-5:40  | GROUP I  
| 5:00-5:40  | GROUP J  
<p>| 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 &amp; QUIET)                                              |</p>
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<tr>
<td>7:00</td>
<td>Reveille (Rise and Shine)</td>
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<td>7:30</td>
<td>Breakfast and Dining Hall Program</td>
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<td>CRAFTSHOP</td>
<td>ARCHERY</td>
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Please Bring this handbook to camp with you!