



TABLE OF CONTENTS



CAMP WILLIAM HIDDS

Page	Contents
1	Welcome
2	Camp Leader's Timeline
3	Introduction
3	Camp Staff
4	What We Believe
5	The Program
6	Activities just for fun and Adventure
6	Activities for Advancement & Sign-up
7	Webelos Advancement Choices
8	Arrow of Light Advancement Choices
9-11	Sample Schedules
12-13	Evenings At Camp
14-15	Fees and Dates
15-16	Arrival and Departure
17	Leadership in Camp
18	Health & Safety
18	Camp Rules
19	Medical supervision, Medical forms, Medicine
20	Swim Classifications
21	Emergency Procedures
22	Youth Protection
23-24	Dining Hall and Food Service
25-26	Foil Dinners, Baked Apples, Banana Boats
27	Campsite Information
28	Uniforms, Pack/Den Photos, Trading Post
29	Contact Information
30	Packing for Camp
31	Directions to Camp Hinds
32	Camp Map
33	Pack Roster Form
34	Activity Signup Form
35-38	Medical Form



Welcome to the 2018 Camp Season

Dear Webelos Leader or Webelos Scout Parent,

Thank you for choosing Camp Hinds in 2018.

Webelos Resident camp is a great opportunity for Scouts, their parents, and their leaders to enjoy a camping experience, get a jump start on advancement, and most importantly have lots of fun. Webelos Resident camp is specifically designed for Scouts who will be entering 4th or 5th grade in the fall. Activities will be more challenging than those at Cub Scout Day Camp and will introduce Webelos to the Boy Scouting program. Our staff's goal is to create a summer of memories filled with fun, adventure and an exceptional outdoor learning experience.

To make our program, and your Scouts successful, we have created this guide for your use. It has been designed to provide you with all of the information you need to plan your summer experience. Please share this guide, and the forms, with your other leaders & parents.

Our entire staff will be working hard in the coming months to fine-tune our program, so keep your eyes on www.camphinds.org for updates and please do not hesitate to contact us for further assistance, questions or comments. We would love to hear from you and have the opportunity to visit packs and hear directly from the your Scouts

Yours in Scouting,

Jack Waite Jr.
Abnaki District Executive
Camp Director
Jack.waitejr@scouting.org
207-894-4011

Dean B. Zaharis Assistant Camp Director dzaharis@gmail.com **Wayne Holden**Program Director
wph2@gwi.net

Austin Van Niel Assist Program Director avanniel310@gmail.com





All Camp Forms are located at the end of this guide for easy removal and to make copies All Forms Are Also Available Digitally at www.camphinds.org

Spring 2018	Review with your Webelos the program available at Camp Hinds this summer. Reserve your space with Pine Tree Council. Send in deposits for Scouts going to camp. Make parents aware of summer camp dates and the required BSA Health Forms. Arrange for adult leadership to cover your pack at camp.
Spring 2018	Webelos Camp Kick-Off Promotions Join us at your district roundtable to get your camp questions answered. Consult <i>Pine Spills</i> for details.
March 15, 2018	Campership Application Deadline.
April 28, 2018	Early Bird Deadline Payments are due at PTC.
30 Days Prior to Camp	Finalize plans, leadership & transportation for your time at camp. Make final payments to Pine Tree Council. Collect and review BSA Health Forms for accuracy and completeness.
	Mail <u>Photocopies</u> of BSA Health Forms & Pack Rosters to Camp <u>MAIL FORMS DIRECTLY TO CAMP HINDS.</u> Camp Hinds 146 Plains Road Raymond, ME 04071
1:00 PM Sunday of your arrival	Meeting at Tabor Retreat at 1:00 PM for Cubmaster/Webelos Leader Orientation ✓ Bring two copies of your Pack Roster ✓ Bring photocopies of all current BSA Health Forms . ✓ Bring pack advancement requests.
First Day of Camp	Welcome: GATES INTO CAMP OPEN AT 2pm





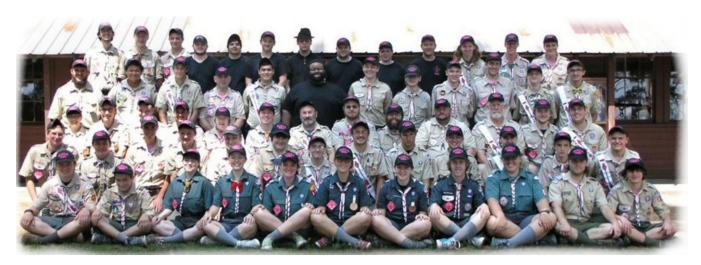
INTRODUCTION



CAMP WILLIAM HIDDS

Camp Hinds is located on over 300 acres of land on Panther Pond in Raymond, Maine. Less than an hour outside of Portland, Panther Pond is part of the Sebago Lakes Region of Maine. Camp Hinds is owned and maintained by the Pine Tree Council, Boy Scouts of America.

The camp was founded in 1927, and over the years has grown to include a number of facilities and buildings including a 499 seat Dining Hall, Health Lodge, Recreation Hall, Trading Post, Craftshop, Rotary Training Center, High and Low Ropes Courses and waterfront areas. Several buildings are used for year round camping but Hinds is used primarily as a traditional resident summer camp. When not serving as a summer camp, various Scout units from the area can be found utilizing its many campsites and buildings throughout the fall, winter, and spring months.



Camp Staff

Camp Hinds has a trained staff of Scouts and Scouters. Our camp staffers are registered members of the Boy Scouts of America and our mission is to help promote the aims and methods of Boy Scouting to their fullest here at Camp Hinds.

The camp is lead by a Camp Director, who works with an Assistant Camp Director, a Program Director and Assistant Program Director. Each of our program and support areas are overseen by

an Area Director, many of whom have attended the National Camping School program for training specific to their job. Our staff will assist and try to accommodate your needs in every way possible, so don't hesitate to ask for assistance. Occasionally, it may be necessary to shift or rearrange program plans or campsites to accommodate everyone, but this will only be done when no other alternative is possible.



what we believe

CAMP WILLIAM HINDS



MISSION STATEMENT

The Mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law.

SCOUT LAW

A Scout IS:

Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent.

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a good turn daily

SCOUT OATH

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.

AIMS

Character Development

Learning and growing from the ups and downs of daily camp life.

Participating Citizenship

Flag ceremonies, respect for others, learning one's 'place' in it all.

Personal Fitness

Growing physically, mentally, socially, emotionally and spiritually.

BOY SCOUT METHODS

Each is an equal part of the learning.

Ideals

Living w/ unshakeable, timeless values!

Patrol & Troop Method

Learning how to function as a team

Outdoors

Learning difference of needs & wants

Advancement

Recognition for 'deeds done right'

Adult Association

Learning from same & different styles

Personal Growth

Being challenged at every age level

Leadership

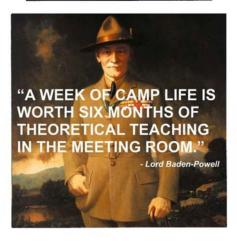
Being responsible 24/7, 365 days a year

Uniform

Walking the walk; not just the talk

OUTDOOR CODE

As an American, I will do my best to be clean in my outdoor manners, to be careful with fire, to be considerate in the outdoors and to be conservation-minded.



VENTURING METHODS

Each is an equal part of the learning.

Leadership

Serving for the sake of reaching a goal

Group Activities

Learning by doing & coaching others

Adult Association

Shadowing and learning to mentor

Recognition

Awards for competence and proven skill

Ideals

Living according to sound principles

High Adventure & Sports

Experiences and team-building through activities of significance and challenge

Teaching Others

Retaining knowledge by knowing it well enough to give it away to others

We ask that all camper and staff behavior follow the guidelines and principles set forth in the Scout Law. Negative and inappropriate conduct will not be tolerated. We ask for your cooperation and understanding in helping us maintain a high standard of personal behavior. Mature leadership is vital to the success of a unit's stay in camp. If your unit's leaders lack the necessary maturity to safely lead a troop, your unit may be asked to replace the leaders in question or, as a last resort, leave camp.



After the initial check-in is complete, the fun begins...

Following a medical & swim check, Scouts will spend their first afternoon settling into their first overnight experience. With the help of camp provided guides, Dens will have time to host small activities that will get them comfortable with their campsite and fellow Scouts. Typically we have a ice breaker craft project that the Scouts start working on and continue to build on throughout the week. The day will round up with the world famous Camp Hinds campfire hosted by our energetic staff and will have lots of skits, songs and cheers.

Throughout the week we welcome Scouts and leaders to attend the activities in a theme-related costume. Whether it is just a small accessory or a full costume it will be sure to enhance their week at camp.



We have a program that is fun, exciting, dynamic, and appealing to today's youth and meets the needs of the Webelos and their Packs while attending camp.

This variety of offered activities is designed to be safe while providing fun and advancement, to support the philosophy that Scouting is fun with a purpose and to be appropriate for participants' ages. Our program stresses adventure and fun and not just advancement.

Program Groups

The camp population will be divided into 8 program groups of nearly equal size. Small Packs will be joined by other Packs and large packs may be split into smaller groups. These groups will go from area to area together.



Advancement and Offerings

While our daytime program contains advancement opportunities, our focus is creating fun and interactive activities for our Webelos and Arrow of Light candidates. Throughout the week our staff will facilitate the activities. But ultimately it is the Webelos' leaders that can sign-off advancements when they think their Scout has fulfilled the requirements. A reference sheet of the advancement incorporated into the week will be handed out in the closing packets.

Activities just for fun and Adventure:

These activities are automatically in your schedule.

Aquatics:

Each group will spend one and a half hours on Monday and Tuesday at the Aquatics areas.

- **Open Swim** Go to the main beach if you just want to just go swimming
- **Water Games** Go to west beach to join in on a water game such as water polo or water volleyball.
- **Open Boating** Go to Chipmunk Point to spend some time on the river in a rowboat, canoe, or kayak. Which boats are available for you will be determined by the color of your buddy tag.

Packs may split up amongst the three areas as long as there is an adult with each group. You may spend your entire period at one of the areas or you may break it up and do a little of each.



Archery & Pellet Rifles:

On Monday, each group will get one period at the Archery Range and one period at the Pellet Rifle Range.

Sling Shots and Sports:

On Tuesday, each group will get one period at the range for Sling Shots and one period at the sports field for Sports.

Activities for Advancement:

On each day there are advancements periods. There are separate offerings for both Webelos and Arrow of Light candidates. These offering include some of the required Adventures, some of the Elective Adventures and a Shooting Sports Award. As a pack or Den you need to pick three activities and two alternatives. Sign-up is required.

Program Sign-up

Once you have had time to look over the advancement choices and collect your unit's interest you will be able to select your den's advancement choices.

Webelos Leaders can signup for activities in one of two ways. The BEST way to signup for activities is to mail the form to camp. Forms received by mail will be processed in the order that they are received. Forms for advancement signup can be accessed from the end of the leaders guide or on- line at www.camphinds.org. Mail forms to:



Camp William Hinds 146 Plains Road Raymond, ME 04071

The second option is to bring the form to the 1:00pm Cubmaster/Webelos Leader Orientation on the Sunday of your arrival. Some programs may fill up. Slots will be assigned on a first come first serve basis.



Webelos Advancement Choices

Award	Name	Description	Requirements Covered
•	First Responder (Required) @ Scoutcraft	Learn basic personal safety and first aid skills. In this adventure, you will put the Scout motto, "Be Prepared," into action by learning about first aid. You'll also build your own first-aid kit and make emergency plans for your home or den meeting location. And you'll learn how professional first responders help keep you safe. By the time you finish this adventure, you should be ready to act if you are first on the scene when an emergency happens.	1, 2, 3, 4, 5, 8 Will need to complete #6 or #7 at home
	Stronger Faster Higher (Required) @ COPE/Climb	For this adventure, Webelos work to improve their physical fitness and good health, play some games, and try a new sport.	1, 2, & 5 Will need to complete #3 at home
	Webelos Walkabout (Required) @ Polaris	Expand hiking skills to include planning hikes, and extending the distance hiked. Are you ready to take an adventure in the outback? Find out how to prepare and take an adventure at camp. Outdoor skills and hiking will help Scouts get ready for Boy Scouts	1, 2, 3, 4, 5 May need to study for #3 at home.
	Earth Rocks! (Elective) @ Nature	Rocks and minerals are more than just things that lie in the ground. Yes, they help form our planet, but people also use them to create things that make our lives easier. In this adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology-like how the ground beneath your feet is constantly on the move.	All
	Sportsman (Elective) @ Sports Field	America is a sports-loving country. We go to games and watch all kinds of sports on television. Big events like the Olympic Games and national championships capture the attention of millions of people. It's fun to watch sports, but the real adventure happens when you get on the field or court yourself. In this adventure, you will get to play both individual and team sports. You may even try a sport that you will like enough to enjoy all of your life.	All
	Adventures in Science (Elective) @ STEAM Center	Science is all about asking questions like "What is it?" "How does it work?" and "How did it come to be that way?" In Adventures in Science, you will discover how scientists answer those questions and what we can learn as we try to answer our own questions. Best of all, you'll get to do what real scientists do: design and perform experiments. Along the way, you'll learn about physics, chemistry, astronomy, plant science, and more. So grab your notebook, and let's get started!	3c, 3d, 3e, 3g, 3h Will need to complete #1 and #2 at home
SHOULK SPORTS	Webelos Archery Shooting Sports Award @ Shooting Sports	This a "standalone" award and is not part of the adventure program. Therefore, they are not counted toward the seven adventures needed for a rank. Level 1 (Rank Level patch) requirements provide an introduction to the discipline with an emphasis on safety and fundamentals. The Level 2 (Archery Device) requirements provide a framework to improve on skills and to learn more about the discipline.	All

Arrow of Light Advancement Choices

		icement choices	
Award	Name	Description	Requirements Covered
	Outdoorsman (Required) @ Polaris	Expand outdoor skills in anticipation of joining a Boy Scout troop. In this adventure, Webelos learn how to set up tents, how to be prepared for weather and natural disasters, and other outdoor skills such as geocaching, knot tying, the Outdoor Code, and Leave No Trace.	Option B: All May need to study some for #4 at home
	Building a Better World (Required) @ Trail to Eagle	Practice citizenship at the local, national, and world levels. This adventure is all about being a good citizen. You'll learn about the United States flag and about your rights and duties as an American. You'll meet with a city leader and discuss a problem facing your community. You'll learn that citizenship starts at home as you work to conserve energy and natural resources. Finally, you'll find out about Scouting in another country and what it means to be a citizen of the world.	1, 2, 3, 6c Complete #4 and #5 at home
	Aquanaut (Elective) @ Aquatics	For the Aquanaut adventure, Webelos learn about safety in the water while swimming and boating	All
(%)	Build It (Elective) @ Craftshop	For the Build It adventure, Webelos learn about using tools safely and carpentry. Then they use what they have learned to build a project.	1, 2, 3 Complete #4 at home
	Into the Woods (Elective) @ Nature	In this adventure, Scouts will learn to identify plants and trees and how they differ in locations around the world. They will gain knowledge about ecosystems and the importance of conserving our natural resources.	1, 2, 3, 5, 6 Complete #4 at home
W E	Castaway (Elective) @Scoutcraft	For the Castaway adventure, Webelos learn survival skills for situations where shelter, water, and electricity might not be available. Survival skills are essential for anyone who might ever become lost in the wilderness—in a jungle, on a desert island, or, yes, during a Scout hike or campout! This adventure teaches several of those skills to Webelos Scouts, preparing them to deal with emergencies in an outdoor environment.	All
	Moviemaking (Elective) @ STEAM Center	Let's make a movie! This adventure will give you the chance to direct your own movie through a visual storytelling experience. Do you ever watch movies and think, "I could do that?" In this adventure, you will get the chance! You will learn about the moviemaking process by exploring storytelling and animation. You'll also get to share your creations with your friends. Are you ready? Lights! Camera! Action!	All
SHOTING SPORTS	Webelos Slingshot Shooting Sports Award @ Shooting Sports	This a "standalone" award and is not part of the adventure program. Therefore, they are not counted toward the seven adventures needed for a rank. Level 1 (Rank Level patch) requirements provide an introduction to the discipline with an emphasis on safety and fundamentals. The Level 2 (Slingshot Device) requirements provide a framework to improve on skills and to learn more about the discipline.	All

CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE

DAY 1 Sunday, Aug 12, 2018

1:00PM	Cubmaster/Webelos Leader Orientation Meeting at Tabor Retreat	
2:00 PM	Gates open, Check-In Begins	
2:30 - 4:30	Tours of Camp, med checks, swim checks	
4:30 PM	Welcoming activity in campsites	
5:40 PM	Waiter's Call	
5:45 PM	Retreat – (Flag Ceremony at Waterfront - In Uniforms)	
6:00 PM	Dinner and Dining Hall Program	
7:00 PM	Waterfront Orientation	
7:30 PM	Duty to God Service at Council Ring	
7:45 PM	Campfire Program	
9:00 PM	Taps (Lights out and all quiet)	

DAY 2 Monday, Aug 13, 2018

DAY 2	monday, ru	g 13, 2018					
6:30 AM	Polar Bea	r Swim (Option	al)				
7:00 AM	M Reveille (Rise and Shine)						
7:10 AM	Waiter's C	Call					
7:30 - 8:15 AM	Breakfast	and Dining Ha	II Program				
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
8:30 - 9:15 Pellet Range	8:30 - 9:15 Archery	8:30 - 9:55 Aquatics	8:30 - 9:55 Aquatics	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1
9:20 - 10:05 Archery	9:20 - 10:05 Pellet Range	Swimming & Boating	Swimming & Boating	(1:35)	(1:35)	(1:35)	(1:35)
10:20 - 11:45 Aquatics	10:20 - 11:45 Aquatics	10:10 - 10:55 Pellet Range	10:10 - 10:55 Archery	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2
Swimming & Boating	Swimming & Boating	11:00 - 11:45 Archery	11:00 - 11:45 Pellet Range	(1:35)	(1:35)	(1:35)	(1:35)
12:15 - 1:00		Dining Hall					
1:00 - 1:45	Siesta						
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
2:00 - 3:35	0.00 0.05		0.00 0.05				
Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 2:45 Pellet Range	2:00 - 2:45 Archery	2:00 - 3:25 Aquatics	2:00 - 3:25 Aquatics
	Achievement	Achievement	Achievement				
Per 4	Achievement Per 4	Achievement Per 4	Achievement Per 4	Pellet Range 2:50 - 3:35	2:50 - 3:35	Aquatics Swimming	Aquatics Swimming
(1:35) 3:45-5:20 Achievement	Achievement Per 4 (1:35) 3:45-5:20 Achievement	Achievement Per 4 (1:35) 3:45-5:20 Achievement	Achievement Per 4 (1:35) 3:45-5:20 Achievement	2:50 - 3:35 Archery 3:50 - 5:15	2:50 - 3:35 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25	Aquatics Swimming & Boating 3:40 - 4:25
(1:35) 3:45-5:20 Achievement Per 5	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5	2:50 - 3:35 Archery 3:50 - 5:15 Aquatics Swimming	2:50 - 3:35 Pellet Range 3:50 - 5:15 Aquatics Swimming	Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25 Archery 4:30 - 5:15
(1:35) 3:45-5:20 Achievement Per 5	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Waiter's C	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5	2:50 - 3:35 Archery 3:50 - 5:15 Aquatics Swimming	2:50 - 3:35 Pellet Range 3:50 - 5:15 Aquatics Swimming	Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25 Archery 4:30 - 5:15
(1:35) 3:45-5:20 Achievement Per 5 (1:35) 5:40 PM	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Waiter's C Retreat —	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	2:50 - 3:35 Archery 3:50 - 5:15 Aquatics Swimming & Boating	2:50 - 3:35 Pellet Range 3:50 - 5:15 Aquatics Swimming	Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25 Archery 4:30 - 5:15
(1:35) 3:45-5:20 Achievement Per 5 (1:35) 5:40 PM 5:45 PM	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Waiter's C Retreat — Theme Di	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Call (In Uniforms) nner and Dining	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35)	2:50 - 3:35 Archery 3:50 - 5:15 Aquatics Swimming & Boating	2:50 - 3:35 Pellet Range 3:50 - 5:15 Aquatics Swimming	Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25 Archery 4:30 - 5:15
(1:35) 3:45-5:20 Achievement Per 5 (1:35) 5:40 PM 5:45 PM 6:00 PM	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Waiter's C Retreat – Theme Di All Camp Campfire	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) Call (In Uniforms) nner and Dining	Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5 (1:35) g Hall Program y in your Site	2:50 - 3:35 Archery 3:50 - 5:15 Aquatics Swimming & Boating	2:50 - 3:35 Pellet Range 3:50 - 5:15 Aquatics Swimming	Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	Aquatics Swimming & Boating 3:40 - 4:25 Archery 4:30 - 5:15

CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE

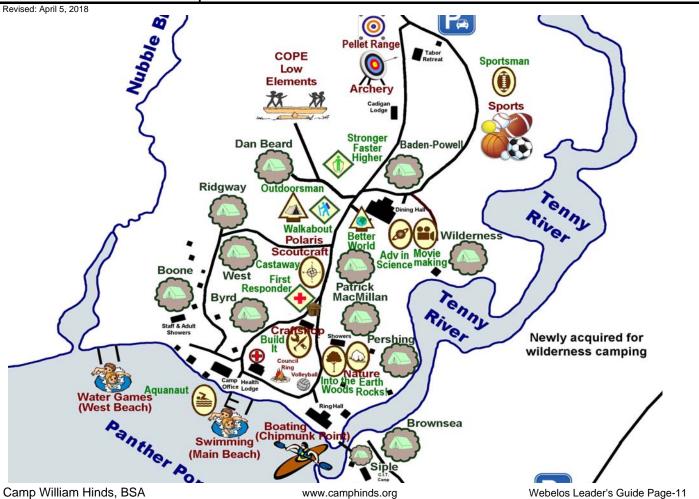
DAY 3 Tuesday, Aug 14, 2018

6:30 AM	Polar Bea	r Swim (Option	al)				
7:00 AM	7:00 AM Reveille (Rise and Shine)						
7:10 AM	Waiter's Call						
7:30 - 8:15 AM	M Breakfast and Dining Hall Program						
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
GROOF A	GROOF B	GROOF C	GROOF D	GROOT E	GROOT I	GROOF G	GROOT II
Trading Post	Trading Post	8:30 - 9:40	8:30 - 9:40	8:30 - 9:15	8:30 - 9:15	8:30 - 9:55	8:30 - 9:55
8:50 - 10:00	8:50 - 10:00	Achievement Per 5	Achievement Per 5	Slingshot	Sports	Aquatics	Aquatics
Achievement	Achievement	1 61 3	1 61 3		_ '	·	
Per 5	Per 5			9:20 - 10:05	9:20 - 10:05	Swimming	Swimming
		(1:10)	(1:10)	Sports	Slingshot	& Boating	& Boating
(1:10)	(1:10)	Trading Post	Trading Post	Oports	Omiganot		
		40-40 44-45	40-40 44-45	l <u></u>			
10:10-11:45 Achievement	10:10-11:45 Achievement	10:10-11:45 Achievement	10:10-11:45 Achievement	10:20 - 11:45	10:20 - 11:45	10:10 - 10:55	10:10 - 10:55
Per 6	Per 6	Per 6	Per 6	Aquatics	Aquatics	Slingshot	Sports
				riquatios	riquatio		
				Swimming	Swimming	11:00 - 11:45	11:00 - 11:45
(1:35)	(1:35)	(1:35)	(1:35)	& Boating	& Boating	Sports	Slingshot
(1.33)	(1.55)	(1.33)	(1.33)				
12:15 - 1:00	Lunch at l	Dining Hall					
1:00 - 1:45	Siesta						
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
	GROUP B		GROUP D				
2:00 - 2:45	GROUP B 2:00 - 2:45	2:00 - 3:25	2:00 - 3:25	GROUP E Trading Post	GROUP F Trading Post	2:00 - 3:10	2:00 - 3:10
2:00 - 2:45	2:00 - 2:45	2:00 - 3:25	2:00 - 3:25	Trading Post 2:20 - 3:30 Achievement	Trading Post 2:20 - 3:30 Achievement	2:00 - 3:10 Achievement	2:00 - 3:10 Achievement
2:00 - 2:45	2:00 - 2:45	2:00 - 3:25 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming	Trading Post 2:20 - 3:30	Trading Post 2:20 - 3:30	2:00 - 3:10 Achievement Per 2	2:00 - 3:10 Achievement Per 2
2:00 - 2:45 Slingshot	2:00 - 2:45 Sports	2:00 - 3:25 Aquatics	2:00 - 3:25 Aquatics	Trading Post 2:20 - 3:30 Achievement	Trading Post 2:20 - 3:30 Achievement	2:00 - 3:10 Achievement Per 2	2:00 - 3:10 Achievement Per 2
2:00 - 2:45 Slingshot 2:50 - 3:35	2:00 - 2:45 Sports 2:50 - 3:35	2:00 - 3:25 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming	Trading Post 2:20 - 3:30 Achievement	Trading Post 2:20 - 3:30 Achievement	2:00 - 3:10 Achievement Per 2	2:00 - 3:10 Achievement Per 2
2:00 - 2:45 Slingshot 2:50 - 3:35	2:00 - 2:45 Sports 2:50 - 3:35	2:00 - 3:25 Aquatics Swimming & Boating	2:00 - 3:25 Aquatics Swimming & Boating	Trading Post 2:20 - 3:30 Achievement Per 2	Trading Post 2:20 - 3:30 Achievement Per 2	2:00 - 3:10 Achievement Per 2	2:00 - 3:10 Achievement Per 2
2:00 - 2:45 Slingshot 2:50 - 3:35	2:00 - 2:45 Sports 2:50 - 3:35	2:00 - 3:25 Aquatics Swimming & Boating	2:00 - 3:25 Aquatics Swimming & Boating	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10)	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10)	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot	2:00 - 3:25 Aquatics Swimming & Boating	2:00 - 3:25 Aquatics Swimming & Boating	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating 5:30 PM	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating Pickup for	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports od at kitchen for	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating 5:30 PM 5:45 PM	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating Pickup for Prep Dinn	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports od at kitchen forer	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating 5:30 PM 5:45 PM 6:00 PM	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating Pickup for Prep Dinn Dinner in	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports od at kitchen forer your campsite	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating 5:30 PM 5:45 PM 6:00 PM 7:00 PM	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating Pickup for Prep Dinn Dinner in Open Are	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports od at kitchen forer your campsite as	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot or cookout	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3
2:00 - 2:45 Slingshot 2:50 - 3:35 Sports 3:50 - 5:15 Aquatics Swimming & Boating 5:30 PM 5:45 PM 6:00 PM	2:00 - 2:45 Sports 2:50 - 3:35 Slingshot 3:50 - 5:15 Aquatics Swimming & Boating Pickup for Prep Dinn Dinner in Open Area Campfire	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Slingshot 4:30 - 5:15 Sports od at kitchen forer your campsite	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Sports 4:30 - 5:15 Slingshot or cookout	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	Trading Post 2:20 - 3:30 Achievement Per 2 (1:10) 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3	2:00 - 3:10 Achievement Per 2 (1:10) Trading Post 3:40-5:15 Achievement Per 3

CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE

DAY 4 Wednesday, Aug 15, 2018

6:30 AM Polar Bear Swim (Optional)							
7:00 AM Reveille (Rise and Shine)							
7:10 AM	Waiter's C	all					
7:30 - 8:15 AM	Breakfast	and Dining Hal	l Program				
8:15 - 9:00 AM	Campsite	Clean-up / Pacl	k-up Gear				
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 1			
(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)
10:20-11:30 10:20-11:30 Achievement Per 6 10:20-11:30 Achievement Per 6 Per 6 Per 6 10:20-11:30 Achievement Per 7 Per 8 Per 8 Per 8 Per 8 Per 9 Per 9							
(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)
11:45 AM	Closing Co	eremony at Flag	gpole				
12:00 PM		e trip home					





CAMP DILLIAM HIDDS



Day 1 Sunday

Following dinner on Sunday we will have a **Waterfront Orientation** which is required of all Webelos and leaders followed by a brief **Duty to God Service** in the council ring followed by a campwide welcome **Campfire**.



Day 2 | Monday | All Camp Event

Following dinner on Monday we will have a unified activity that we ask all Webelos to participate in. In the past we have had a camp-wide staff hunt, scavenger hunts & more. This evening is filled with games and excitement which is always best enjoyed with friends. It is also the best time to dress up with your "Passport to Adventures in Space" theme costume.

Day 3 | Tuesday | Open Areas

After being at camp for two days now, each Webelos will have the chance to experience more time in their favorite area. Each activity area will be open for the Webelos so they can go swimming, boating, make crafts, participate in Scout skill activities, use one of our shooting ranges or whatever caught their eye. Find a buddy and explore these options.

Aquatics:

Enjoy Boating at Chipmunk Point, Swimming at the Main Beach, or Water Games at West Beach.





C.O.P.E & Climbing:

Learn to listen, see things differently, jump into a situation and talk your way out of anything! Don't miss this chance for some team building super fun activities.

Craftshop:

What kind of useful and decorative project can you make using only duct tape? These projects could include a neckerchief slide, watch band, toy, pouch, wallet, or den flag. Do you have favorite decorative duct tape, then bring it along.





Nature:

Compete in a nature scavenger hunt pitting dens against each other. Which den can find the most items on the list. As well as the list, each den will be given resources to help them identify what they find.



Polaris:

Find the treasure – using a compass or GPS unit find the hidden treasure.

Scoutcraft:

Come join the Scoutcraft crew and learn how you can make donuts and funnel cake on your next campout. Sample will be available.





Shooting Sports:

The Archery and Pellet Rifle Ranges will be open



Sports

Join the sports crew at the volleyball court for some drop in volleyball fun



STEAM

Sure you have built Pinewood Derby Cars but have you tried to build one out of Legos which will run on a standard Pinewood Derby track? You challenge is to design and build a derby car out of assorted Lego blocks following a set of pre-printed design rules. Now race your car against others. After the race, you will have the opportunity to re-design your car to make it better.

Trail to Eagle

Come challenge your buddy in a game of chess or checkers.







fees and dates



CAMP WILLIAM HIDDS

Camp Hinds is offering Webelos Resident Camp for 2018:

August 12 - 15

How to Go to Camp

As A Den

Most Webelos Dens go to summer camp with their own leadership. This is a great way for Webelos to attend summer camp and build lasting relationships, while enjoying camp with their own leadership.

Pack H - Provisional Camping

A provisional camper is when a youth comes as an individual without his unit. In this case, the Pine Tree Council's camp staff provides leadership. This is a great opportunity to make new friends and to experience the same great program.

Camperships!

Application deadline is March 15th, 2018! Limited financial assistance, usually a portion of the camp fee, is available on an individual basis for Scouts who could not attend camp without assistance. Applications must be submitted and approved by the unit leader and the Pine Tree Council Campership Committee. Applications are available through Pine Tree Council at (207) 797-5252 or at www.pinetreebsa.org!

CAMP FEES 2018

Youth Fees Paid By April 28th

Early Bird Youth Fees:

The 2018 Early Bird Fee for Webelos Resident camp at Camp Hinds is \$205.00 per week for Pine Tree Council Scouts. The cost for *Out of Council Scouts* is \$225.00.



\$15.00 Second Week Discount:

If you are coming for a 2nd week of camp, your first week is the price above and your second week is at a \$15.00 discount (whether it's with your troop or provisional).

\$15.00 Sibling Discount:

Have a second son coming to camp? The first Scout pays the price above and the second sibling gets a \$15.00 discount.

Youth Fees Paid After April 28th

The regular fee for Webelos Resident camp at Camp Hinds is **\$225.00** per week for Pine Tree Council Scouts and \$245.00 per week for *Out of Council Scouts*. Discounts do not apply to these fees.

Adult Leader Fees:

Two adult leaders go free with the first four youth. One additional adult goes free for each additional four youth. Extra adult leaders are charged \$45.00 each.

Den Chief Fees:

\$45.00 fee covers the den chief attending with the den.

POLICIES

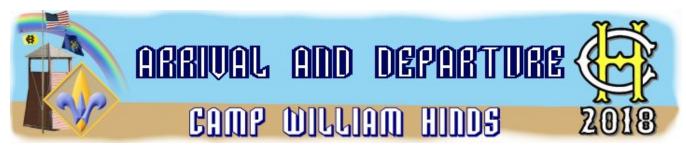
Reservation Policy

To reserve a campsite, the reservation fee is \$10.00 per Webelos (an additional \$25.00 per Webelos is due by April 1, 2018). Reservations can be made through the Pine Tree Council at 207-797-5252. Camp space is limited so reserve early!

Refund Policy

Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a full refund. Any thing between 2 weeks and 30 days is 50% refund. Within 2 weeks of the event refund is at the discretion of the event coordinator or staff adviser and is usually only granted in cases of emergency unless otherwise stated.

Any exception to this policy will need a written request with documentation (i.e. a Scout broke his leg, we would need documentation from a physician) for a refund to be considered.



Arrival



Cubmaster or Webelos Leader attend the 1:00pm Cubmaster Orientation Meeting at Tabor Retreat. All other Webelos and leaders should arrive at the Camp Hinds parking lot (not the parking lot on Plains Road but the new one part way down the road) just prior to the gates opening at 2pm on Sunday.

At the meeting the Cubmaster or Webelos Leader will need:

- ☐ A Completed Pack roster
- ☐ Copies of your Scout/Adult Medical Forms
- Advancement Registration Form (if not mailed in earlier)

WhenYou Arrive At Camp

PLAN TO ARRIVE AT CAMP FOR THE 2:00 PM OPENING AND CHECK-IN AS A GROUP. YOU MUST CHECK-IN AT THE PARKING LOT BEFORE GOING TO YOUR CAMPSITE.

Check in begins at 2:00 p.m. on the first day of camp

Your Staff Guide will greet the Pack upon your arrival at Camp Hinds. The Staff Guide will take the Pack to the campsite, on a tour of camp, to the Health Lodge for medical rechecks and finally to the waterfront for your swim checks.



All vehicles must be parked in the camp parking lot. Each Pack will be given one vehicle pass to use for one vehicle (at a time) to be loaded with equipment and unloaded at the campsite and returned to the parking lot. Handicap vehicle passes will be given out as needed.

Once at y	your site Webelos and Leaders should: Place gear in tents Change into swimsuits for swim checks. You must wear shoes. Don't forget your towels. Your Camp Staff Guide will take you as scheduled for medical checks, swim checks and camp tour. Bring any medications brought to camp with you to check in
The Cam	P Tour will Include: Health Lodge- Dining Hall – Remember a waiter for your supper meal (& every meal) Trading Post Parade Field Camper Showers Program Areas
follow the	los taking part in any aquatics program is required to have a swim check. Leaders shall e same guidelines. Once the swim evaluation is completed, each person will be given a g. A buddy tag is needed to enter the waterfront or boating areas in camp All buddy tags e kept stored in the campsite space on the buddy board at the waterfront.
1:00 PM - 2:00 PM - 4:30 PM - 5:45 PM - 6:00 PM - 7:00 PM - 7:30 PM - 4:30 P	At A Glance - Cubmaster or Webelos Leader Meeting - Gates open, Check-In Begins - 4:30 Tours of Camp, med checks, swim checks - Welcoming activity in campsites - Retreat at Waterfront – (In Uniforms) - Dinner - Waterfront Orientation - Duty to God Service - Opening Campfire – Wear your "Passport to Adventures in Space" theme costumes
When Y	ou Depart Camp
Check ou	t is set for noon on Wednesday
Following	g breakfast, the following procedures should be followed: Pack all personal gear; double check so as not to leave anything –check the camp lost and found Remove any Pack items off the bulletin board Police the site for trash
	Clean the latrine

Remember: A Scout is Clean. Try to leave your campsite in better condition than you found it

Be sure to return any additional borrowed equipment to the Camp Room

Stop by the Health Lodge to pick up med forms and collect medications for your lock

One vehicle may be driven to the campsite to load the gear. Please

driving more than one vehicle into the campsite at a time

box.

refrain from



Leaders at Camp

Every Pack that attends must be under the supervision of its own adult leadership at all times.

According to the BSA youth protection policy, two-deep leadership is required for all activities, one leader who is at least 21 years of age and a second who is 18 years of age or older. You are in charge of your Pack at all times. There must be at least two adults to accompany the Webelos to their activities and stay with the pack during the entire session of camp.

Den Chiefs

Do you have a Boy Scout that works as a den chief with your den? He can come to camp to assist. Den Chiefs must be Boy Scouts who are currently registered and should be at least two years older than the Webelos that they help counsel.

Discipline

Adult leaders are responsible for the discipline and organization of your Pack. The camp staff will assist you with the camp program for your Webelos. It is never the camp staff's task to take over your role as leader of your unit. If you have issues with leadership or discipline, please let the Camp Director know so we can assist you as needed

Handicapped Information

Camp Hinds aims to make our program available to all campers. If you have a person with a disability that may require special attention, auxiliary aids or any reasonable accommodations, please contact the Camp Director at least two weeks prior to your stay at Camp Hinds.

Preventing Homesickness

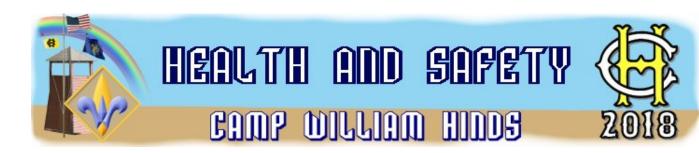
One of the biggest challenges facing Scouts at camp is homesickness. A great way to prevent homesickness is for families and leaders to stress all the fun the Scout will have at camp and the many new experiences that are in store. It is good advice for family members to refrain from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

A big cause of homesickness is a phone call home. If a boy is not homesick, there's a good chance he will be after he calls home. Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their Scouts call home, except in an emergency.

Rest

Adequate sleep can be the key to a great week at camp. Each person needs a certain number of hours of sleep each night. Troop leaders need to ensure their campsite is quiet at 9:30 pm to permit those who wish the chance to get at least eight hours of sleep. Some people need more time to rest during the day. Leaders need to be sensitive to this and provide opportunities for rest time.





CAMP RULES

The following rules and policies have been established by the Pine Tree Council Camp Administration for the health, safety and protection of all Campers and leaders in camp.

- No alcohol or illegal drugs are permitted in camp at any time!
- **No firearms, ammunition, fireworks, hand held weapons** (swords, nightsticks, butterfly knives, etc.) or **archery equipment** may be brought into camp. Due to our liability insurance, youth may only use the equipment provided by the camp.
- No privately owned watercraft are allowed in camp.
- **No flames in tents!** Packs may only use self-contained stoves and lanterns in their campsites, under the direction of knowledgeable adults.
- No liquid fuels may be used to start fires or charcoal. All liquid fuels must be kept in the locked liquid fuel locker provided by camp.
- **No running in camp**, except in an athletic field or sporting event. In an emergency, you may move quickly without running.
- **No pets** allowed by campers or visitors.
- **Appropriate footwear** is required at all times.
- The buddy system for Scouts is required for all activities in camp!
- Smoking is only allowed in designated smoking areas, by 18+ year old adults. These areas will be selected by the camp administration.
- All vehicles, not necessary for the operation of camp, will be kept in the parking lot.
- Exceptions to the parking rule will be made for those with a physical handicap through arrangements with the Camp Director. Parking passes will be issued to troops on Sunday and Friday afternoons in order to transport supplies to your campsite. The no vehicle policy is for the safety of our Scouts, leaders and guests.
- Youth protection guidelines, as established by the Pine Tree Council and the BSA, are to be enforced at all times. Any physical, emotional, sexual or neglectful abuse must be reported to the Camp Director immediately so the proper steps can be taken to protect the Scout.
- Scouts and Leaders leaving/entering camp at anytime must sign in and out at the camp office. No Scout shall be released from camp without the permission of his parent or guardian.
- Valuables should be left at home! Please encourage Scouts to leave all electronic or expensive equipment at home. Advise your Scouts not to leave valuable items they do have in camp unlocked in their campsites. Camp is not responsible for damaged or lost items during your stay.



Medical Supervision

Dr. Donald Burgess oversees the camp medical staff. A licensed health officer is in camp, on duty at all times, to handle all medical emergencies. If the injury or illness is serious, the person is brought to a local health care facility. Written agreements are in place between Camp Hinds and local health care providers to care for our campers, staff and guests. All medical illnesses or injuries must be reported to the health officers in camp - no matter how minor the incident. Please report any dietary or health restrictions to the camp office at least two weeks prior to your arrival in camp.



Medical Forms

All Campers and Leaders attending camp must have a completed BSA medical form on file with the camp health office while at camp. All participants are required to have parts A, B & C. Webelos and Leaders must have a valid physical within 12 months of camp. Please note, section Part B is entitled "Adults Authorized to Take Youth to and From Events." We are recommending that under the "designate" portion you have parents/guardians write "Licensed Driver over the age of 18 with permission of the Cubmaster." Then, be sure to have parents/guardians include any adults NOT authorized in the next section.



It is a regulation of the Boy Scouts of America that anyone who does not have a completed and signed medical form at the check-in time at camp will not be allowed to remain in camp. NO exceptions will be made. Camp Leaders should collect all medical forms and check them to make sure they are complete prior to leaving for camp. Please mail a copy of each persons health form to Camp Hinds at least two weeks prior to your stay in

camp. The health officers will review the forms before your arrival to help provide your pack with a smooth check-in once camp begins. **Please make two copies of your medical forms; one for camp and one for your records.**

Medical Recheck & Medications

Upon arrival in camp, all campers and leaders will go through a medical recheck at the Camp Health Lodge. Pine Tree Council and Camp Hinds must comply with all State of Maine laws and BSA politics concerning medication in camp. ALL medications brought to camp by campers, leaders and staff MUST be given to the Health Officer upon arrival in camp. This includes prescription and non-prescription medicine. This medication will be put into a locked box for each pack. The adult leader in charge of the pack medication will check the box in and out with medical staff at the beginning and end of each day.

An exception may be made for a limited amount of medications to be carried by the Scouts or adult for life-threatening conditions including; bee-sting kits, nitroglycerin, inhalers and medication specifically prescribed "to be carried at all times" by a physician. Camp supplies any over-the-counter medications and first aid supplies that your Scout may need during his week at camp.

Contacting Health Office Staff

If you have any questions about the health lodge, health forms, or medications, please send us an email. This is also an alternative should parents want to scan their child's health form and just send it directly to us. Be sure all forms include the Scout's troop and weeks in camp. The email address is: **hinds.healthlodge@gmail.com**

Emergency Medication Plan (For Patients with Asthma or Severe Allergies Only!)

The State of Maine requires that all campers that are going to carry a rescue inhaler or Epi-pens, provide the camp with an Emergency Medication Plan. Additionally, each camper must have their parent's and physician's approval to carry the inhaler and indicate that the camper is able to use the inhaler. At the time of check in, the camp health staff must also evaluate the camper's ability to use the inhaler. Please be sure to complete the Emergency Medication Plan with the physician and send it to camp with the health form. A copy of the school asthma plan will be acceptable as well.

Peanut Free Zone

Due to the increase in campers having peanut allergies, some which are life threatening, we have decided to make the Camp Hinds dining hall a peanut free zone. This means no foods with peanuts, peanut oil or peanut butter will be used in the kitchen or dining hall.

Any parents, who have a camper with food allergies, still need to list the allergies on the campers health form and notify the camp at least two weeks in advance.

Many campers love a peanut butter sandwich, and this can be a great snack!

Troops may still choose to have peanut butter in their campsites as long as the

Scouts in their campsite don't have a peanut allergy. Our Trading Post will still carry individually wrapped candy bars that may have peanuts or peanut butter in them.

SWIM CLASSIFICATION:

At the medical re-check you will be issued a small round tag known as a "buddy tag". This is your ticket to waterfront activities (swimming and boating). Following the med-check you will proceed to the waterfront to be classified. The waterfront is divided into three swimming areas. Starting from the shore going out, they are:

Learner 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.

LEARNER:

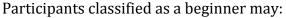
Skill required: Get wet in water waist deep.

Participants classified as a learner may:

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

BEGINNER:

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



- * Choose to swim in either the Learner or the beginners area with a buddy.
- * May use a rowboat with a buddy who is a swimmer.
- * May go out in a canoe or tandem kayak with an adult swimmer skilled in that craft as a buddy.

SWIMMER:

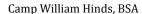
Skill required: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be swum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

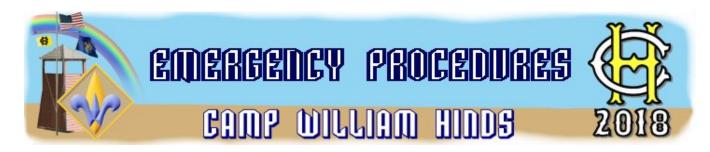


A participant classified as a swimmer may:

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







Camp Hinds has long established procedures recommended by the BSA for lost campers, lost swimmers, fires and severe storms. We use a siren as a warning device if and when it becomes necessary to call the camp together. When you hear the siren, all campers, leaders, and guests are to report immediately to the council ring. Please move quickly, but no running. The Cubmaster needs to take a head count and report "Pack# all present" or "Pack # is missing # Webelos" as the Camp Director takes a roll call. The staff may have different roles depending on the nature of the emergency.

In the case of a severe storm warning, staff will be informed via the camp radio system. At the sound of air horns, all Webelos, leaders, and staff will seek shelter in the Rec Hall, the Dining Hall, Ring Hall, Cadigan Lodge (if not used for housing), Bates Cabin, Tenny Rec Hall, or the Training Center depending on their location. A roll call will be taken. The camp will be dismissed once an all clear has been given.

Because of the many recent mass shooting events around the country, Camp Hinds has added an active shooter/disperse procedure to our emergency procedures. This is a different response to the alarms described above and being mindful of the difference is vital. You will receive official emergency procedure when you enter camp, they are posted on your campsite bulletin board. We will have a drill within the first 24 hours and at that time we will discuss the two types of alarms: "gather" and "disperse" and listen to both so that leaders and Scouts can differentiate between the two. Staff will be well informed as to how to respond to these alarms and what action to take to ensure the safety of all.

Camp Hinds has written agreements with local fire, police and medical departments to provide Camp Hinds with the necessary coverage for any emergency.





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 leader and a parent of a participant, or other adult, 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.

No one-on-one contact.

One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's 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 clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.

Cameras, imaging, and digital devices.

While most campers and leaders use cameras and other imaging devices responsibly, it has become very easy to invade the privacy of individuals. It is inappropriate to use any device capable of recording or transmitting visual images in shower houses, restrooms, or other areas where privacy is expected by participants.

No secret organizations.

The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

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. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.

Appropriate attire.

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

Proper preparation for high-adventure activities.

Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.

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

Member responsibilities.

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs, and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit.

Unit responsibilities.

The head of the chartered organization or chartered organization representative and the local council must approve the registration of the unit's adult leader. Adult leaders of Scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it.





Meals are prepared by our kitchen staff and served in the dining hall. The camp menu has been designed and dietician approved to ensure that properly balanced meals are being served to the growing young boys who visit camp each summer. A copy of the camp menu will be posted in the dining hall. You will be assigned tables at the dining hall by the Dining Hall Steward based on the number of people in your group. Webelos will assist with the setting of the tables and clearing after the meals.

The Waiter System

The waiter system is used at camp during the family style meals to help facilitate the serving and cleanup of the meals. Each pack needs to assign waiters, two per table, for breakfast, lunch, and dinner. When possible send one Webelos and one adult, otherwise send two Webelos.

All waiters are responsible for arriving at the dining hall 20 minutes before dinner. The Dining Hall Steward will instruct waiters in setting the tables for the meal being served. Waiters are the only Scouts allowed to be up during the meal to get seconds and desserts from the kitchen. Waiters are also responsible for staying after the meal to clear their tables and sweep the floor. The Dining Hall Steward will dismiss them from their duties when he or she feels the hall has been properly cleaned.

We use a light system to signal waiters when its time to go to the kitchen. We ask that ALL Webelos and leaders stay seated at their table when the RED light is on.

Theme Dinner

On Monday at dinner we celebrate the 2018 theme: **Passport to Adventures in Space**. Come dressed as your favorite space traveler.



Camp Songs

Not sure of the words to some of the song we sing in the dining hall and at campfires, visit the Camp Hinds song book at:

http://friendsofhinds.org/resources/songbook/index.stm



Special Meals

Arrangements can be made with the cook for those with special dietary concerns (religious or health based). Please contact the camp at least one week prior to your arrival at camp for special diets so that arrangements can be made and food can be ordered. These meals will be individually prepared for each Scout. The



Dining Hall Steward will make a special call when these special diet meals are ready for pickup.

Pack Cooking

All packs will be cooking Tuesday night dinner in their campsite!

The kitchen will provide the following ingredients per person:

- Apple
- 1/4 lb ground beef
- 1/8 lb onion
- 1/4 lb potatoes

- 1/8 lb carrots
- 2 tbsp butter
- 3 pieces of foil
- 1 banana

1/8 cup chocolate chips 1/8 cup marshmallows drink mix

Packs can cook according to their own personal taste and cooking techniques.

Packs can supplement their meal or replace it at their cost.

Directions for making aluminum foil dinners are on the next page.

Packs will need to provide some of the following depending on your plan:

- Cookware (including your own pots, pans, dutch ovens as needed)
- Cooking utensils
- Container for mixing drink
- Mess kits
- Tools needed for cooking on an open fire if doing foil dinners.
- Cook stove if you prefer not to cook on open fire.

As an option packs may want to bring their own food for a special or unique meal or order out from a local business.



Aluminum Foil Dinners



Peel and thin slice carrot, potato and onion. Form hamburger into patty. Place food on foil in following order: carrots, potato, onions, meat, potatoes and carrots. Add seasoning. Close foil tightly as described below. Place in hot coals 12 minutes per side.

Ingredients:

1 carrot
1/2 to 1 potato
1/4 small onion
Other veggies
1/4 lb. hamburger
Salt & pepper
Other spices

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Use heavy foil squares, three times the width of the food.



Place food in the center of the foil square.



Fold opposite sides up together



Make a seal by folding the two edges together.



Continue the folding until it is tight against the food.



Press the ends down to seal the foil and force out most of the air.



Fold the ends to form triangles to form a tight seal.



Fold the triangle ends up over the top of the wrap. Make sure there are no holes in the foil so that juices will not leak out.



Place on a shallow bed of glowing coals that will last the length of cooking time.

Cooking Times:

Hamburger: 8-12 minutes, Carrots: 15-20 minutes

Chicken pieces: 20-30 minutes, Whole Apples: 20-30 minutes

Hot dogs: 5-10 minutes,

Sliced potatoes 10-15 minutes



Baked Apples:

Carefully remove the core from the apples, leaving the bottom intact.

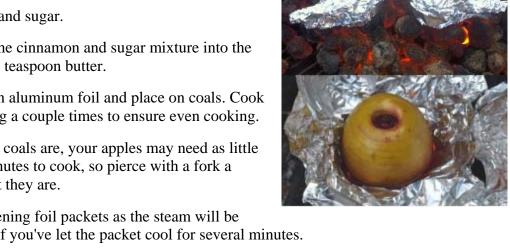
Mix together the cinnamon and sugar.

Spoon a full tablespoon of the cinnamon and sugar mixture into the apple, and top each with 1/2 teaspoon butter.

Carefully wrap each apple in aluminum foil and place on coals. Cook for about 20 minutes, turning a couple times to ensure even cooking.

Depending on how hot your coals are, your apples may need as little as 15 and as much as 30 minutes to cook, so pierce with a fork a couple times to see how soft they are.

Always be careful when opening foil packets as the steam will be hotter than you think, even if you've let the packet cool for several minutes.





Banana Boats

Cut banana peel lengthwise about 1/2 in. deep, leaving 1/2 in. at both ends. Open peel wider to form a pocket. Fill banana with chocolate chips and marshmallows. Wrap in aluminum foil forming boats. Place on hot coals for 5-10 minutes or until marshmallows melt and are golden brown.



All participants at camp are invited and encouraged to join the Camp Hinds family in our daily program. The program is open to all Webelos and their leaders. Our Program consists of a variety of opportunities ranging from basic skills to more advanced skills: including required and elective Webelos and Arrow of Light Adventures, sports, shooting sports and swimming and boating activities. Engaging in these various opportunities will help instill good citizenship, establish and expand positive characteristics in youth, and offer supports to the unit's year round program.

Anticipated behavioral outcomes will include: a higher learning opportunity for each participant, fellowship opportunities, and a broadening of social, behavioral and general good will. This program will allow opportunities for Scouts and leaders to be involved in the camp program and help us to further develop choices and opportunities for the future.



Your Campsite

Each site has two-man tents on platforms for all of our Webelos and Leaders. Bunks with mattresses or cots, picnic tables with tarps, water buckets, a flagpole and a bulletin board are also provided in each campsite. Packs are encouraged to spruce up their campsite with flags or banners, cooking equipment and lanterns. Packs may want to bring along sports equipment, paper products, water jugs and campsite games.

Campsite Supplies

A broom, shovel, rakes, fire buckets and water hose will be kept in each campsite. Equipment that is lost or broken due to misuse will be charged to the unit.

Campsite Inspection

Camp Commissioners will inspect each campsite on a daily basis for cleanliness, safety, conservation, organization, and Scout Spirit. Pack inspection sheets are posted in each campsite. The top campsites will be recognized at the closing campfire.

Camp Good Turns

A Scout is helpful and clean. Each day the campsites are responsible for assisting in keeping the camp clean. Good turns can be done directly after lunch. Schedules for good turns will be posted in each campsite.

Fire Protection

Please use care around the campfires in your sites. Only established campfire rings may be used in camp for fires. No liquid fuel may be used to start any fires. No open flames, of any type, are permitted around or in any tent. Full fire buckets are required around your campfire ring. Troops need to fill out and follow the posted Troop Fire Guard Plan found on the bulletin board in your campsite.

Showers and Bathroom Facilities

Comfortably warm showers with individual stalls are available for all Scouts and Leaders. There is also a handicapped accessible shower facility. Bathrooms and hand washing basins are found in each campsite.

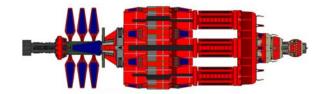
Sleep and Quiet Hours

Getting enough sleep can make a difference between having a great or poor week at camp. Camp Leaders should see that their Scouts are in the campsite by 8:30 PM and quiet time is observed from 9:00 PM - 7:00 AM.



Siesta

A siesta is scheduled for rest time everyday directly following lunch. All Scouts are to be in their campsites during this time. No program areas will be open during siesta.



Work Projects

Work projects for all different age groups and skill levels are available on a year round basis, not just during camp. Many recent improvements have been made to our camp facilities with the help of many volunteers. Projects are carried out under the supervision and direction of the Camp Ranger. Interested volunteers can contact the camp director for more information.



Uniforms

Camp Hinds has a long established tradition of wearing uniforms in camp. The official BSA summer uniform is suggested for Scouts and Leaders. The Class "A" includes uniform shirt and Scout shorts, socks, and belt (if you have them). The Class "A" uniform will be worn at flag lowering ceremonies, supper, and campfires (if you are not in costume). Our staff is in uniform at all times, unless their job requires something else. During the day Scouting T-shirts are appropriate. The '2015 camp T-shirt, hats and other items will be available in the Trading Post for those that would like to purchase them.

The Trading Post

Camp has a Trading Post, which is like a general store. The Trading Posts offer handicraft items, candy, souvenirs, soda, stamps, T-shirts, patches, etc. The amount of money each Scout brings is an individual matter and should be determined by the Scout and his parents. We recommend no more than \$20 for Scouts.



Pack/Den Photos

Again this year, camp will be offering pack/den photos. Photos are colored 8 x 10's. **Cost for each photograph will be \$10.00**. A photo order form will be given to each pack at camp. Money needs to be collected and turned in with the order form to the Trading Post. Photos will be available before your departure from camp.



CODTACT IDFORMATION



CAMP WILLIAM HIDDS

Mail & Emergency Phone Numbers

Two of the questions from parents are "Where will our son be?" and "How can we reach him?" Scouts enjoy receiving mail from home during their stay at camp. Please write, but don't call unless it's an emergency. Remember there is no phone next to your son's tent. The camp phone is for camp business and emergencies.

EMERGENCY PHONE #

Phone (Business and Emergency Use): (207) 655-6766

Camp Director (cell): (207) 894-4011

We encourage all leaders to keep their Scouts away from the phone. Experience has taught us that this really helps with homesickness. We also encourage parents to get the cell phone number of your pack's leaders in case you need to get in touch.

Mailing Address:

Webelos' Name Pack # and Campsite Camp Hinds 146 Plains Road Raymond, ME 04071



Mail is delivered daily to camp. Each campsite has a mailbox in the Trading Post for incoming mail and non-emergency messages. Leaders please check your mailbox a couple of times each day for incoming mail and messages. All emergency messages received in the camp office will be delivered immediately to the adult leadership of the Scout to whom the information concerns by the camp staff.

Scouts Leaving Camp

Campers are not to leave camp during the camping period without the approval of their parent, unit leader, and the Camp Director. With this prior approval, a Scout may leave the camp with a responsible adult who must sign-in and sign-out in the Camp Office. Scouts leaving early or for part of the day must have proper permission from his parent / legal guardian.

Leaders Leaving Camp

Leaders who must leave camp for any reason must advise the Camp Office at the time of departure and return. Do not leave your Webelos without appropriate two deep leadership. Leaders planning to alternate should wait until their replacement arrives before they leave to assure that the Scouts are well supervised at all times.

Visitors

Visitors are welcomed in camp, but please understand that everybody is on a busy schedule and Scouts prone to homesickness may do better without visitors. *All visitors must sign in and out at the camp office*. Remember that camp facilities are primarily for the use of campers and leaders. All vehicles will remain in the parking lot. *Tickets for Visitor meals may be purchased in the trading post.*



PACKING FOR CAMP



CAMP WILLIAM HIDDS

The following items should be packed in a locked footlocker, tote or duffle bag:

Personal Gear

Webelos Uniform (and extra parts)

Webelos hat

Extra pants, shirts, socks

Extra underwear

Extra towels

Extra shoes

Rain gear

Water bottle

Pillow

Sleeping bag or blankets

Swim suit

Cook kit with knife, fork, spoon

Flashlight with extra batteries

Jacket or sweater

Toilet articles (No sprays please)

Photocopy of medical form

Webelos handbook

Leave at Home

Optional Personal Gear

Pocket knife

Camera

Songbook

Watch

Money for trading post

Insect repellent (NO sprays please)

Laundry bag

Fishing gear

Sun tan lotion

Stationery & stamps

Pajamas

Bible or prayer book

Sports equipment (gloves, etc)

Water shoes

Costume for the Passport to Adventures in Space

theme

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, CD players, televisions, walkmans, electronic games, cell phones, squirt guns, alcoholic beverages, and illegal drugs. Other valuables should be left

Pack/Den Gear

at home.

Long handle tongs, chef kit (Cooking utensils)

Vegetable peelers, hot pot mitts

Pack flags, Den flags

Dependable alarm clock

Brooms

Photocopies of all medicals

Optional Pack/Den Gear

Lanterns

Spade

Woods tools

Pots and pans, dutch oven (for cookout Dinner)

Cook stove, spices

Paper/plastic plates, cups, utensils

Charcoal, charcoal chimney

Solid charcoal lighter (no liquids)

Newspaper

Hot dog forks

Wheel barrow or garden cart

Sports equipment

Baby powder (helps dry feet at waterfront)





146 Plains Road Raymond, ME

Plains Road is between Routes 85 and 121, both of which intersect Routes 302 and 11.

From the South:

Take Exit 48 (To Routes 25, 302: Riverside St., Larrabee Rd.) off the Maine Turnpike Turn Right onto Riverside Street Turn Left onto Route 302 West Go 15 miles and turn Right onto Route 85 Go 6 miles on Route 85; past the Jordan Small School

Turn Left onto Plains Road at the bottom of the hill

Camp is 0.5 miles on Left

From the North:

Take Exit 63 (To Routes 202, 115, 4, 26: Gray/New Gloucester) off the Maine Turnpike

Turn Left onto Route 202

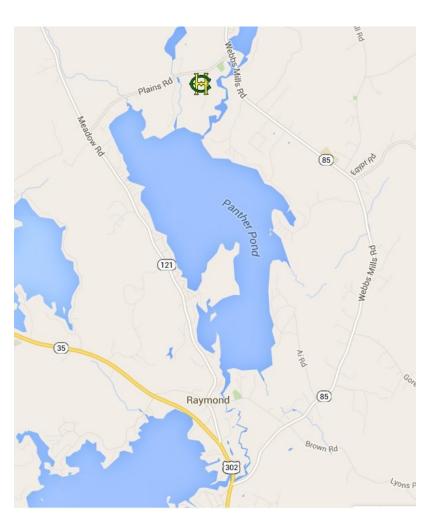
Go 0.5 miles and turn Right onto Route 26A Go 3 miles and turn Left onto North Raymond Road

Go 1 mile and turn Left onto Egypt Road At the end of Egypt Road, turn Right onto Route 85

Go 1.8 miles on Route 85; past the Jordan Small School

Turn Left onto Plains Road at the bottom of the hill

Camp is 0.5 miles on Left





2018 Webelos Resident Camp

Camp William Hinds

Pack Roster

Pack #	Camp Leader:			C	ampsite:			
Phone #		E-mail Address_						
<u>Adults</u>		<u>Time In Camp</u>						
	Name	Full Session		Days Only	Nights Only	Other (explain)		
1								
2								
3								
4								
<u>Youth</u>								
19.			2	0.				

2018 Webelos Resident Camp Camp William Hinds

Advancement Activity Signup

Pack # Camp Leader:	Campsite:
Phone #E-mail Ac	ddress
Webelos Activities	Arrow of Light Activities
Number of Webelos Candidates:	Number of Arrow of Light Candidates:
Number of Leaders:	Number of Leaders:
In this list below, please make your first five choices using the numbers 1 through 5 – 1 being your first choice. Every effort will be made to schedule you for your first three choices, but some sessions may become full.	In this list below, please make your first five choices using the numbers 1 through 5 – 1 being your first choice. Every effort will be made to schedule you for your first three choices, but some sessions may become full.
First Responder (Required)	Outdoorsman (Required)
Stronger Faster Higher (Required)	Building a Better World (Required)
Webelos Walkabout (Required)	Aquanaut (Elective)
Earth Rocks! (Elective)	Build It (Elective)
Sportsman (Elective)	Into the Woods (Elective)
Adventures in Science (Elective)	Castaway (Elective)
	Moviemaking (Elective)
Archery Shooting Sports Award	Slingshot Shooting Sports Award

A

Part A: Informed Consent, Release Agreement, and Authorization

Full name:	High-adventure base participants:
ruii name:	Expedition/crew No.: or staff position:
DOB:	or stail position.
Informed Consent, Release Agreement, and Authorization understand that participation in Scouting activities involves the risk of personal njury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in the participation in the participation of the partici	With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.
these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct. In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/	I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.
Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities. (If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program.	NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in
further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.	connection with programs or activities below. List participant restrictions, if any:
understand that, if any information I/we have provided is found to be inaccurate, it may am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, risk advisories, including height and weight requirements and restrictions, and understar programs if those requirements are not met. The participant has permission to engage in health-care provider. If the participant is under the age of 18, a parent or guardian's sign	or the Summit Bechtel Reserve, I have also read and understand the supplemental nd that the participant will not be allowed to participate in applicable high-adventure n all high-adventure activities described, except as specifically noted by me or the
Participant's signature:	Date:
Parent/guardian signature for youth:(If participant is under	Date:
Second parent/guardian signature for youth:(If required; for examp	Date:
Complete this section for youth participants Adults Authorized to Take to and From Events:	s only:
You must designate at least one adult. Please include a telephone number. Name:	Name:
Telephone:	Telephone:
Adults NOT Authorized to Take Youth To and From Events:	
Name:	Name:
Telephone:	Telephone:

Part B: General Information/Health History



Full name: _			High-adventure base participants: Expedition/crew No.:				
DOB:			or staff po	osition:			
Age:	Gender:	Height (inches):		Weight (lbs.):	_		
Address:					_		
City:	State:	ZIP	code:	Telephone:	_		
Unit leader:			Mobi	le phone:	_		
Council Name/No.:				Unit No.:	_		
Health/Accident Insurance	ce Company:		Policy No.:		_		
	attach a photocopy of both s none" above.	sides of the insurance	card. If yo	ou do not have medical insurance,	I		
In case of emerge	ncy, notify the person below:						
Name:		F	Relationship:		_		
Address:		Home phone:		Other phone:	_		
Alternate contact name:		,	Alternate's pho	ne:	_		
Health Hist Do you currently have on	Ory have you ever been treated for any of the	following?					
Yes No	Condition			Explain			

165	INO	Condition	⊏хріаш
		Diabetes	Last HbA1c percentage and date:
		Hypertension (high blood pressure)	
		Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
		Family history of heart disease or any sudden heart- related death of a family member before age 50.	
		Stroke/TIA	
		Asthma	Last attack date:
		Lung/respiratory disease	
		COPD	
		Ear/eyes/nose/sinus problems	
		Muscular/skeletal condition/muscle or bone issues	
		Head injury/concussion	
		Altitude sickness	
		Psychiatric/psychological or emotional difficulties	
		Behavioral/neurological disorders	
		Blood disorders/sickle cell disease	
		Fainting spells and dizziness	
		Kidney disease	
		Seizures	Last seizure date:
		Abdominal/stomach/digestive problems	
		Thyroid disease	
		Excessive fatigue	
		Obstructive sleep apnea/sleep disorders	CPAP: Yes □ No □
		List all surgeries and hospitalizations	Last surgery date:
		List any other medical conditions not covered above	

Part B: General Information/Health History



Full name:							High-adventure base participants: Expedition/crew No.: or staff position:				
All (ergi u allergi	es/Med	ication ve any adverse	S e reaction to	any of the following?						
Yes	es No Allergies or Reactions Explain				Yes	No	Allergies	or Reactions	Explain		
		Medication						Plants			
		Food						Insect bite	es/stings		
			-	•	ding any over-th		□IF	ADDITIO	ONAL SPACE	IS NEEDED, PLEASE NATE SHEET AND ATTACH.	
		Medication		Dose	Frequency				Reas	son	
☐ YE	s 🗆	NO Non-pi	rescription m	edication a	dministration is auth	horized with t	hese e	xceptions:			
Admini	stration	of the above me	dications is ap	proved for y	outh by:	/					
		Pa	arent/guardian	signature			MD/D	O, NP, or PA	signature (if your st	ate requires signature)	
		are NOT exp	pired, inclu	uding inh		ns. You Sh				ake sure that they any maintenance	
lmi	mur	nization									
The fol	lowing i	mmunizations are			A. Tetanus immunizati check yes and provide			st have beer	n received within th	ne last 10 years. If you had the disease,	
Yes	No	Had Disease		Immuniz	ation	Da	te(s)			ny additional information	
			Tetanus						about your r	nedical history:	
			Pertussis								
			Diphtheria								
			Measles/mur	mps/rubella							
			Polio								
			Chicken Pox	•						ITE IN THIS BOX	
			Hepatitis A						Review for camp of		
			Hepatitis B					Reviewed by:			
			Meningitis						Date:		
			<u> </u>							required: Yes No	
			Influenza	IID)					Reason:		
			Other (i.e., H						Approved by:		
			Exemption to	o immunizati	ons (form required)		Date:				

Part C: Pre-Participation Physical



This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: DOB:					High-adventure base participants: Expedition/crew No.: or staff position:								
Exam		Scouting ex of the natio	cperience nal high- e form pr	e. For indiversely adventure rovided by	iduals who will bases, please your patient.	be atte	endir	ıg a l	raindication for partic nigh-adventure progra lemental information	am, including one			
			Yes	No					Explain				
Medio	cal restric	ctions to particip	ate										
Yes	No	Allergies or I	Reactions		Explain	,	Yes	No	Allergies or Reactions	Explain			
		Medication							Plants				
		Food							Insect bites/stings				
Heigl	nt (inch	es):	Weigh	nt (lbs.):	BMI:		E	lood F	Pressure:/	Pulse:			
		Normal	Abnormal		Abnormalities	l Eva	mi	nor	's Certificatio	n			
Eyes						no control (with no	raindi oted re	cations strictio	for participation in a Scouting				
Ears/i						True	F	alse	Moote height/weight requirem	Explain			
						-	-	+	Meets height/weight requirem	eart disease, asthma, or hypertension.			
Lungs	8								Has not had an orthopedic inj orthopedic surgery in the last	ury, musculoskeletal problems, or six months or possesses a letter of opedic surgeon or treating physician.			
Heart								\dashv	Has no uncontrolled psychiatr				
						-			Has had no seizures in the las	st year.			
Abdo	men								Does not have poorly controlled diabetes.				
Conit	alia/laawa	io							If less than 18 years of age an diabetes, asthma, or seizures.	nd planning to scuba dive, does not have			
Genii	alia/hern	la				_			For high-adventure particip important supplemental ris	pants, I have reviewed with them the k advisory provided.			
Musc	uloskele	tal				Examin	ner's S	Signat	ure:	Date:			
Nous	logical					Provide	er pri	nted n	ame:				
Neuro	ological					Address	s:						
Other						City:			St	ate: ZIP code:			
Other													

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight						
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295



Other Council Opportunities for your Scouts at Hinds



Fly First Class - April

"Operation Fly First Class" is a Pine Tree Council Program being offered for Boy Scouts up to age 13, Tenderfoot rank through First Class! This 4-day program will offer new Scouts the chance to advance with other Scouts during the April school vacation, under the guidance of older Scouts and experienced leaders! "Operation Fly First Class" is be held at Camp Hinds in Raymond.

Program features will include: cooking, woods tools, first aid, camp gadgets, outdoor code, leave no trace, native plants and wildlife, an overnight outdoor adventure, orienteering, service project, flag ceremonies, Scout's Own Service and plenty of Scout Spirit!

