

3	CAMP WILLIAM HIN
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Welcome from the Camp Administration

Greetings All,

We are excited to have you as a guest at Camp William Hinds this coming summer. We are planning an exciting fun-filled program with lots of merit badges and new experiences. Our goal at Camp Hinds is to help each young Scout grow mentally and physically, and to assist them along the Trail to Eagle. Summer camp works for many different reasons: talented staff, fun activities, the outdoor setting, and the unique spirit of Camp Hinds to name a few. However, the most important reason summer camp becomes one of the most memorable experiences in a young person's life is because of the dedicated leaders who guide them throughout the year. You are all appreciated! Remember the journey is often more important than the destination. All of us at Camp Hinds stand ready to support you and your Scouts on their Scouting journey.

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 summer and winter facilities and buildings including a new 499 seat Dining Hall along with a new STEAM NOVA center in the basement, Health Lodge, Recreation Hall, Trading Post, Craft Shop, Training Center, eighteen new High and Low Ropes Course elements and three 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 camp sites and buildings throughout the fall, winter, and spring months.

Camp Hinds has a trained staff of approximately 60 Scouts and Scouters, who are all registered members of the Boy Scouts of America. Since its inception the staff at Camp Hinds dedicates itself to promoting the aims, values, and methods of Boy Scouting, while ensuring a quality program for every youth who attends. Our camp operation is overseen by a trained and certified Camp Administration team comprising of a Camp Director, Assistant Camp Director, Program Director, Head Commissioner and Camp Ranger. 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. Camp Hinds is inspected yearly and meets the standards set down by the B.S.A. National Office for an Accredited Boy Scout Summer Camp. Our staff is trained to provide the highest level of customer service possible and will assist and work to accommodate your needs in every way possible. Please do not 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 and when it is in the best interest of the Scouts and the program.

Yours in Scouting

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Early 2018	 ✓ Be aware of the Camp fee payment scheduled and the Council refund policy. ✓ Schedule a parents' night to promote and explain summer camp. ✓ Talk with Webelos who will cross over into your troop about going to camp. ✓ Choose the week you wish to attend camp and reserve your week and campsite with Pine Tree Council – (207) 797-5252 ✓ Send in deposits for Scouts going to camp. ✓ Provide campership information for Scouts in need. ✓ Provide provisional camper information for Scouts unable to go to camp with your troop. ✓ Share this Leaders' Guide with all unit leaders, including your SPL. ✓ Review with your Scouts the program available at Camp Hinds this summer. ✓ Make parents aware of summer camp dates and the required BSA Health Forms
March 15th, 2018	Campership Application Deadline
April	Join us at your District Roundtables to get your camp questions answered. Look for an announcement in <i>Pine Spills</i> .
April 2018	Arrange for two-deep adult leadership to cover your troop at camp
April 1st, 2018	Deposit payment of \$25 per Scout due to reserve spot for 2018. Payments can be done through the online platform or via paper form.
April/May 2018	 The unit leader and SPL should begin the program planning for camp. ✓ Review with Scouts the merit badges available at camp. Counsel Scouts on the appropriate merit badges and pre-requisites. ✓ SPLs should discuss with their troop the afternoon activities and other programming opportunities available. After considering your goals, patrol organization, individual boy wants, and advancement needs, develop a realistic list of objectives for summer camp. ✓ Follow up on the Scouts not signed up for camp and sell them and their parents on going because of the program you have planned. ✓ Scoutmasters: Secure 2-deep leadership for troop while at camp.
April 28, 2018	Early Bird Deadline! Confirm the number of Scouts and Adults attending camp with Council by returning the camp contract that is mailed to Scoutmasters
May 9th - 7:00pm May 12 - 2:00pm	Attend one of the pre-camp orientation meetings to be held at camp. Wednesday May 9th - 7:00pm or Saturday May 12 - 2:00pm
30 Days Prior to Troop Coming to Camp Hinds	 ✓ Finalize plans, shake down equipment, leadership, and transportation ✓ Make final payments to Council (bring receipts to camp!) ✓ Review merit badge sign-up forms for all campers ✓ Collect and review BSA Health Forms for accuracy and completeness ✓ Prepare gear for Wednesday cookout meal in campsite ✓ Arrange for emergency funds
At Least Two Weeks Prior to your arrival!	Mail photocopies of all current BSA Health Forms and Advancement Registration materials (if not done online) to Camp Hinds. Mail Forms Directly To Camp Hinds At: Camp Hinds 146 Plains Road Raymond, ME 04071
1:00 PM Sunday of your arrival	 Meet at Tabor Retreat at 1:00 PM for Scoutmaster & SPL Orientation ✓ Bring two copies of your Troop Roster ✓ Bring photocopies of all current BSA Health Forms. ✓ Bring advancement registration materials (if not done online) ✓ Bring troop activity requests.



1:00 PM for Scoutmaster & SPL Orientation



We hold a meeting at Tabor Retreat for all Scoutmasters and Senior Patrol Leaders at 1:00PM on the day of your arrival. All Scoutmasters and SPL's are expected to attend. **No one will be allowed into camp until 2:00PM.** This meeting is intended to give you the opportunity to bring in all paperwork for camp that was not mailed in ahead of time or submitted online. This includes Med forms. This is your opportunity to sign up for your troop rotation activities.

Please bring two copies of your troop rosters. We need this information so we can assign you appropriate table space in the dining Hall.

We will also provide you with information about any new programs that we added after the guide was posted, any changes to policy, and we will answer any questions you may have.

Arrival Time



Scouts should arrive at the Camp Hinds parking lot (not the parking lot on Plains Road but the one in camp) just prior to the gates opening at **2pm on Sunday**. Once there, troops will be greeted by their campsite guide, who will accompany the boys, parents and leaders to their campsite. A vehicle pass will be given to each troop to enable all gear to be brought to

the campsite. Vehicles without a pass will not be allowed into camp. Once the unloading of gear is complete, vehicles need to be moved back to the parking lot. Each troop is allowed a trailer with gear to remain in the campsite.



Medical Forms

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. See page 13 for more details.

End of Week Paperwork

Leaders will receive a packet at the end of the Friday night campfire with your advancements reports, troop photos, and med forms. If you need to leave before the campfire, you may stop by the camp office at a later date to pick up your packet. Packets not picked up will be mailed out after August 21st.

No 11 Day Out Meetings

Rather than having an 11 Day out meeting we are doing three things:

- 1 A member of the camp administration will be at each of the April District Roundtables.
- 2 We will host pre-camp orientations meetings at camp on Wednesday May 9th at 7:00pm and Saturday May 12 at 2:00pm.
- 3 We will hold a 1:00 PM Scoutmaster & SPL Orientation Meeting on the day of your arrival.

Scoutmaster Dinner

Tuesday Night at 6pm at Tabor Pavilion.

This is a chance to find out what new things are planned for next year. Camp staff and council representatives will be there to hear any concerns you might have. Please understand we need your help to make sure all of our Scouts have a great camp experience.



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

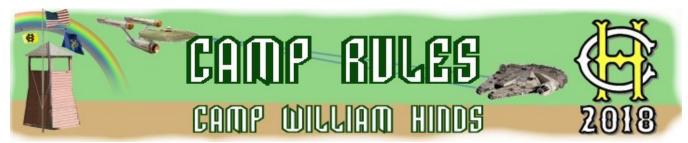
High Adventure & Sports

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.



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.

All your actions should be guided by the Scout Oath, Scout Laws, Motto, and Slogan at all times.

- Youth Protection Training is required to be current for all adults present at any Scout activity. No exceptions. All units will maintain two-deep leadership and meet national BSA Youth Protection requirements.
- Any physical, emotional, sexual or neglectful abuse must be reported to the Camp Director immediately so proper steps can be taken to protect the Scout.
- The buddy system should be used during camp. Buddies should be within two years of each other and be comfortable with the selection of the buddy.
- Hazing and physical intimidation of any kind is not permitted in the Scouting program and will not be tolerated at camp.
- Bullying, whether verbal, physical or cyber-bullying, is prohibited in Scouting.
- Possession, consumption or being under the influence of alcohol, narcotics or dangerous drugs will not be tolerated
 on the properties of the Boy Scouts of America.
- No firearms, ammunition, fireworks, handheld 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!** Troops may only use self-contained stoves and lanterns in their campsites, under the supervision of knowledgeable adults.
- No liquid fuels may be used to start fires or charcoal. All liquid fuels must be kept in the liquid fuel locker provided by camp.
- Campfires are permitted only in established campfire rings in each campsite, fire restrictions permitting.
- Non-standing trees may be cut. Any dead fall may be used for firewood.
- All fires must be extinguished before the unit leaves their campsite.
- **No running in camp**, except in an athletic field or sporting event. In an emergency, you may move quickly without running.
- Closed-toed footwear is required in camp at all times.
- No pets allowed by campers or visitors.
- **Vehicles** are to be parked only in designated parking areas, unless arrangements have been made with the Camp Director. Please lock your vehicle.
- To assure the safety of the units at camp and to minimize the impact on the environment and trails, only one vehicle at a time will be permitted to go to the campsite to unload and load. All vehicles must be returned to the designated parking areas. No vehicles will be kept at the campsite except for campers with a physical handicap and arrangements have been made prior to camp with the Camp Director.
- All trash must be properly disposed of during camp as well as upon check out. Dumpsters are located near the dining hall.
- Quiet time is from 9:30 pm to 7:00 am.
- **Check out** is following the campfire on Friday. Units wishing to leave prior to or after check out must make arrangements with the Camp Director.
- Units must clear their campsite with their Troop Guide or commissioner before leaving camp. Units leaving facilities in an unsatisfactory condition may be assessed a fee for cleaning and/or repairs.
- Campers are not permitted to use tobacco in any form at Camp Hinds. Adults are asked to confine smoking to designated smoking areas as selected by camp administration. The use of vapor or e-cigarettes is not permitted at any time in camp.
- 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 guardians.
- All visitors must sign in and out at the camp office. Older and younger siblings are not allowed to stay overnight in camp, even if their parents are leaders in the campsite.
- 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.

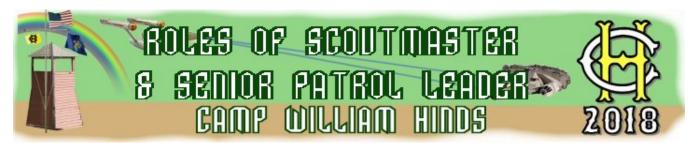


Scouts come to camp for fun, friends, and adventure. Where else will your Scout have a squirrel run through their tent in the morning as they're getting ready for the breakfast? Where else will they have an opportunity to grow current friendships, and make ones that will last a lifetime? Where else will they discover the best place to see the Milky Way in the night sky? The daily or weekly schedule in camp is only an instrument for planning and administering the program. It is a timetable for certain formal activities and a checklist of opportunities. Arguably fun, friends, and adventure is a big part of Scouting, but it isn't always found on the schedule. It is found in free experiences or in doing unscheduled or unplanned activities.

- Ask the Scouts what they want to do at camp. Share a list of suggested activities. Get them
 excited about going to camp. Find out what the Scouts would like to do together as a troop, as a
 patrol, with a friend, or on their own.
- Determine advancement needs. Update your individual advancement records and have each Scout build his week-long program based on his goals.
- Plan for camp routine. The camp program includes and allows time for camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.
- Plan for troop programs. Be sure to leave time for the activities your troop would like to do together, including swims, hikes and shooting.
- Do not be afraid to let the Scouts make mistakes. Mistakes are the seeds that germinate learning and success. Always keep safety in mind!
- Make your campsite the heart of the camp. Your campsite is your home for the week, so work at
 making it more comfortable. Try using banners and flags to dress it up.
- Show troop spirit. Challenge the rest of camp by bringing your troop cheer to camp and show everyone you're number one!
- Hold daily troop meetings. SPLs can share important information and give daily recognition to troop members.

Scouts and adult leaders are not obligated to take part in every activity. It is important to remember that Scouts grow and learn just as much from leisurely pursuits as they do from earning merit badges and picking up camping skills. One of the goals of the Boy Scouts is to foster an appreciation of the outdoors, and sometimes that is best accomplished simply by being outdoors on the natural setting of camp. Some tips to avoid over-programming:

- Summer camp is not a merit badge mill. They are one portion of the overall program.
- Be aware of which badges require the most skill, endurance, or written work, since those will require more time during the week.
- Merit badge work at camp can be made easier if the Scout does some preparation in advance.
 Camp is not an ideal place for Scouts to complete written work and Scouts can prepare by completing their written work before arrival. Obtaining the merit badge pamphlet and at least knowing the requirements is a great place to start.
- Don't forget to schedule rest time. Too often Scouts don't take the time to sit back and enjoy
 the beauty Mother Nature has to offer. This goes for Scoutmasters as well!



The Role of the Scoutmaster at Camp



As Scoutmaster or adult leader, you have a key role in assisting your troop in executing your planned program and tending to your troop's needs. Commissioners are available to guide and assist you, instructors provide programs, and food service staff help to make sure you're fed adequately.

Suggestions for Scoutmasters:

- Follow all camp policies.
- Distribute troop medications individually.
- Monitor Scouts' behavior and enforce camp rules and policies.
- Adults should know the approximate location of their Scouts at all times and be aware of the
 activities they are involved in.
- Enforce the buddy system. Scouts needs to have a buddy in the program areas, on hikes, while swimming, and during other activities.
- Monitor your Scouts' advancement. Spot check attendance and progress.
- Empower the SPL to enact and use a duty roster for the week.
- Attend leader meetings. Take advantage of leader development opportunities. Explore ways to enhance your year-round program.

The Role of the SPL at Camp

The senior patrol leader is the key youth leader in the troop. Listed below are the camp duties of the SPL. The SPL - not the adults - should be the primary leader for your troop during your stay at camp.



Suggestions for SPLs:

- Assist your troop in planning their summer camp adventure.
- With your troop leader, attend the pre-camp orientation meeting.
- Upon arrival, meet your camp guide and become familiar with your campsite and campwide duties and responsibilities.
- Attend daily SPL meetings and relay information and ideas to and from your troop.
- Be responsible for your troop's bulletin board.
- Create a daily duty roster and make sure members follow it.
- Make daily announcements about upcoming programs and results of campsite inspections.
- Be sure your troop members observe times for taps and reveille. As a leader, you know they
 need their sleep and you must respect your campsite neighbors.
- Be sure your troop completes all camp-wide duties you are scheduled to complete!

Scoutmaster's Day - 2018 - Camp William Hinds

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
	6:30 Polar Bear Swim	6:30 Polar Bear Swim	6:30 Polar Bear Swim	6:30 Polar Bear Swim	6:30 Polar Bear Swim
	7:00 Reveille	7:00 Reveille	7:00 Reveille	7:00 Reveille	7:00 Reveille
	7:10 Send Waiters				
	7:30 Breakfast	7:10 Send Waiters	7:10 Send Waiters	7:10 Send Waiters	7:10 Send Waiters
		7:30 Breakfast	7:30 Breakfast	7:30 Breakfast	7:30 Breakfast
	8:00 AM MB Changes @ Office				
	Scout to camproom for supplies	Scout to camproom for latrine supplies	Scout to camproom for latrine supplies		Scout to camproom for latrine supplies
	if you missed 4PM Sunday	9:30 Scoutmaster's Coffee in Dining Hall		9:30 Scoutmaster's Coffee in Dining Hall	Visit MB classes & take attendance
					9:30 Check-out orientation meeting
	Visit MB classes & take attendance	Visit MB classes & take attendance	Visit MB classes & take attendance	Visit MB classes & take attendance	at Dining Hall
		Turn-in BBQ count and get tickets			Turn-in Honor Camper
	Turn-in troop photo money to	at Trading Post before noon Tuesday		Turn in Birthday names to office	
	the Trading Post				
	11:30 Safe swim & Safety Afloat	House I worked to constitute the second to con			
1.00 Country of Country Co.	11:40 Sond Whitem	11.40 Sond Worker	11:40 Sond Woitore	11.40 Sond Workers	11:40 Sond Weitore
1.00 Scoutinaster & Seriior Fation	11.40 Seria Walters	1.40 delid walters	1.40 Sella Walters		1.40 della waltels
Leader Orientation meeting	12:00 LUNCH	12:00 LUNCH	12:00 LUNCH		12:00 LUNCH
	1:00 Send SPL to Meeting	1:00 Send SPL to Meeting	1:00 Send SPL to Meeting		Bring plaques to lunch
2:00 Gate opens-meet troop guide	1:00-Campwide Goodturns	1:00-Campwide Goodturns	1:00-Campwide Goodturns	1:00-Campwide Goodturns	
move in, med checks,	1:00-2:00 Siesta in Campsites	1:00-2:00 Siesta in Campsites	1:00-2:00 Siesta in Campsites		Time for campsite pick up and packing
swim checks, camp tour	2:00-4:50 Attend troop afternoon	2:00-4:50 Attend troop afternoon	2:00-4:50 Attend troop afternoon	2:00-4:50 Attend troop afternoon	2:30-4:30 Cheer troop at
4:00 Send Scouts to camproom	activities with your Scouts	activities with your Scouts	activities with your Scouts	activities with your Scouts	campwide event & Triathalon
for supplies					
5:00 Deadline for MB changes or	Start getting acurate counts for				
additions-next chance 8 AM	Friday BBQ. Turn count into T-Post				
Monday					Check for mail at the Trading Post
5:40 Send waiters	5:40 Send Waiters	5:40 Send Waiters	5:00 Send two for food from kitchen	5:40 Send Waiters)
5:45 Retreat	5:45 Retreat	5:45 Retreat	NO RETREAT	5:45 Retreat	
6:00 DINNER	6:00 DINNER	6:00 DINNER	6:00 DINNER in Campsite	6:00 DINNER	6:00 BBQ
		Scoutmaster's Dinner @ Tabor			7:15 Retreat
Attend waterfront orientation w/	7:00 Open areas; special events	7:00 Attend Duty to God Service w/	7:00 Open areas; special events	7:00 Open areas; special events	
Scouts directly after dinner.	Visit MB classes & take attendance	Scouts	Visit MB classes & take attendance	Visit MB classes & take attendance	7:30 - Attend campfire with your Scouts
		7:30 Open areas; special events			at Council Ring
7:30 Review Emergency Procedures	Check for mail at the Trading Post	Visit MB classes & take attendance	Check for mail at the Trading Post	7:15 Order of the Arrow Service Hour	
7:45 Be ready for site guide to pick		Check for mail at the Trading Post		Check for mail at the Trading Post	Pick up medications from your
you up for Campfire		Is someone working on your troop			lockbox at your convenience
8:00 Attend campfire with your	8:30 First year scout ice cream social	plaque yet?		Have troop vote for Honor Camper	
Scouts	International Staff Chat				Pick-up packet with advancement,
Leader Meeting after Campfire.	8:30-9:30 have troop activity or	8:30-9:30 have troop activity or	8:30-9:30 have troop activity or	troop activity or	of the campfire
Pickup MB schedules	Icampine ready	campine ready	campille ready	campine ready	

2018 CAMP DATES & PROGRAMS

WEEK 1: July 8 – July 13

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 1: Week 1 of 3

WEEK 2: July 15 – July 20

- Traditional Summer Camp for Troops & Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 1: Week 2 of 3

WEEK 3: July 22 – July 27

- Traditional Summer Camp for Troops & Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 1: Week 3 of 3

WEEK 4: July 29 – August 3

- Traditional Summer Camp for Troops & Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 2: Week 1 of 3

WEEK 5: August 5 – August 10

- Traditional Summer Camp for Troops and Provisional Scouts
- CIT Session 2: Week 2 of 3

WEEK 6

- Webelos Camp: August 12 August 15
- Boy Scout Enabled Camp: August 15 August 18
- CIT Session 2: Week 3 of 3 August 12-August 17

2018 Season Highlights

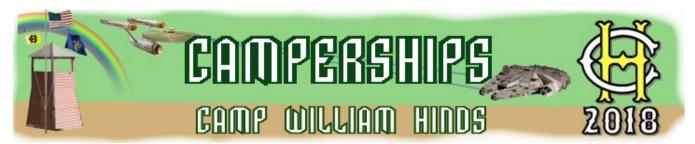
- New single period Polaris First Class Program
- New merit badges along with a 4 year merit badge rotation plan
- New Treks: Moose River Canoe Trek, Casco Bay Sea Kayak Trek, Appalachian Trail Backpacking Trek, Western Lakes Canoe Trek, Muscongus Bay Sea Kayak Trek, and Rouse Island Overnight.
- Trail To Eagle Program offered every week
- Two half day sessions of BSA Lifeguard offered every week for older boys and adults
- Training opportunities offered for leaders each week in camp

Online Camp Registration & Merit Badge & activity Signup

Please register and pay for your Scouts and leaders to attend camp by visiting https://scoutingevent.com/218-2018Hinds and clicking on the REGISTER button. Make sure that after you register for camp you or your Scouts signup for their merit badges. Parents and Scouts will also be able to access their schedules and pay via the parent portal. Call us for assistance at 207-797-5252 ext 10 if you have any questions.







Camperships!

Pine Tree Council 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!



Note on Camperships to Scoutmasters:

Camperships should be reserved for those that truly need financial assistance. Scoutmasters need to sign off on the campership forms and the form must be submitted entirely completed.



Order of the Arrow Campership!

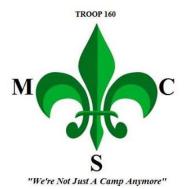
Madockawanda Lodge offers two camperships to deserving Scouts through the Lenny Niman Memorial Campership Program. Applications are due **March 15th, 2018** and are available in this guide or your OA Chapter.

Camp Hinds Alumni and Friends

This group offers two camperships for Scouts wishing to return for a second week. Scouts interested should write a short essay as to why they should go to camp for a second week and mail it to:

Camp Hinds Alumni and Friends 35 Longmeadow Road Scarborough, ME 04074.





MSC CAMPERSHIP PROGRAM

In support of the ideals of the Worldwide Scouting Movement and in order to promote wilderness camping experiences, Troop 160 Memorial Scout Camp has established the MSC Campership Program. This program makes camperships available to any Scout upon the recommendation of his/her Scout group leader. At this time, we have established three memorial camperships to be awarded annually. The 2018 Application Period will end on **April 1, 2018**. More information at: http://www.memorialscoutcamp.org/msc-campership-program.html



Youth Fees Paid Before April 28th

Early Bird Youth Fees:

The 2018 Early Bird Fee for Camp Hinds is \$365.00 per week for Pine Tree Council Scouts. The cost for Out of Council Scouts is \$415.00.



\$35.00 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 \$330.00 PTC/\$380.00 Out of Council (whether it's with your troop or provisional).

\$35.00 Sibling Discount:

Have a second son coming to camp? The first Scout pays the price above and the second sibling pays \$330.00 PTC/\$380.00 Out of Council (whether it's with your troop or provisional).

Youth Fees Paid After April 28th

The regular fee for Camp Hinds is \$405.00 per week for Pine Tree Council Scouts and \$455.00 per week for Out of Council Scouts. Discounts do not apply to these fees.

SCUBA Fees

The cost of the SCUBA Program is a flat \$405.00 in addition to the camp fees listed above.

Adult Leader Fees

Two adults are free with the first eight (8) boys! One additional adult goes free for each additional eight boys. Extra adult leaders are charge \$110.00 per week. The adult fee will be prorated according to the number of Scouts attending at \$22.00 per day.

POLICIES

Reservation Policy

To reserve a troop campsite, the reservation fee is \$10.00 per Scout (an additional \$25.00 per Scout 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



Scoutmasters and SPL attend the 1:00pm Scoutmaster & SPL Orientation Meeting at Tabor Retreat.

All other Scouts 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. Once there, troops will be greeted by their campsite guide, who will accompany the boys, parents and leaders to their campsite. One vehicle pass will be given to each troop to enable all gear to be brought to the campsite. Vehicles without a pass will not be allowed into camp. Once the unloading of gear is complete, vehicles need to be moved back to the parking lot. Each troop is allowed a trailer with gear to remain in the campsite.

After unloading is complete, and the vehicles are parked, the campsite guide will accompany the boys on a tour of camp and to the Health Lodge for a medical check-in. All medications must be checked in at the Health Lodge at this time. As a reminder, it would be prudent for leaders to have copies of all medical forms in the event some are missing. Once the boys and leaders have completed their medical check-ins, they will be given identifying armbands that they are to wear for the duration of their week stay.

Following the medical checks, buddy tags will be given and all must complete their swim classification followed by time to get settled into your campsite. A brief waterfront orientation, mandatory for all, will follow the evening meal on Sunday.

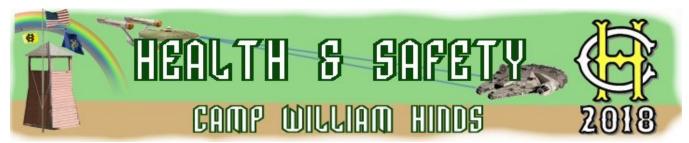
Departure

On Friday, the camp gathers for a sit down lunch, highlighted by the traditional plaque hanging ceremony in the dining hall. Following lunch there is some time to begin the process of packing and cleaning the campsites before the camp wide event which will end at approximately 4:30pm! Starting at 5pm, parents and guardians should begin to arrive and join us for our family BBQ, retreat & closing Friday Night Campfire! Bring the family for an evening of fun for all!

Please note: given the large amount of pedestrian traffic, only one troop vehicle will be allowed in each campsite to haul out troop and personal gear. Vehicle passes will be issued to Scoutmasters on Friday.

For your safety, when traveling to and from the parking lot all pedestrians are asked to walk the trail to Tabor Retreat and then the Cadigan Road rather than on the main camp road.





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. Please be sure to use the 2018 BSA health form that has been developed (it is included in this packet). Scouts and leaders must have a valid physical within 12 months of camp. The height and weight restrictions are only guidelines for summer camp but are mandatory for high adventure activities. Remember, for the section labeled "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 Scoutmaster." Then, be sure to have parents/guardians include any adults NOT authorized in the next section. Note: Scouts participating in the SCUBA must also complete the Medical Form provided by Skin Driver's Paradise.

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 person's 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 troop 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 troop. The adult leader in charge of the troop medication will check the box in and out with medical staff at the beginning and end of each day.

Exceptions will 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 camper's 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.

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.

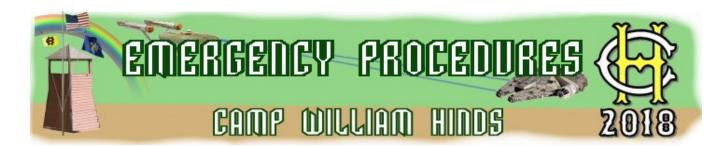
Preventing Homesickness

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 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 Scoutmaster needs to take a head count and report "Troop # all present" or "Troop # is missing # Scouts" as the Camp Director takes a troop 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 Scouts, 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.





FAMILY STYLE MEALS

Meals are prepared by our kitchen staff and served in the dining hall. The camp menu has been dietician approved to ensure that properly balanced meals are being served to the growing young men that visit Camp Hinds each summer. A copy of the camp menu will be posted in the dining hall.



All meals except for the Wednesday "cook in your campsite" dinner and the Friday evening BBQ will be served family style. Troops are assigned tables at the dining hall on Sunday by the Dining Hall Steward based on the number of people listed on your troop roster, including adult leadership. Tables are set to hold eight people. Troops are strongly encouraged to assign one adult leader to each table. Some camp

staff members may join you at your tables.

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 troop needs to assign waiters, one per table assigned to the troop, for breakfast, dinner and lunch. Where possible each waiter should serve three meals (dinner, breakfast, and lunch)

All waiters are responsible for arriving at the dining hall 20 minutes before each meal. 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 Scouts and leaders stay seated at their table when the RED light is on.

Theme Dinner

On Tuesday at dinner we celebrate the 2018 theme: **Sci-Fi**. Come dressed as your favorite Sci-Fi character.





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

Troop Cooking

All troops will be cooking Wednesday 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

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

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

Troops will need to provide:

- 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 troops may want to bring their own food for a special or unique meal or order out from a local business.

If your troop is interested in doing more troop cooking in your campsite, arrangements may be made through the Camp Office for in camp meals and through the Camp Director for Outpost trips.

Special Diets

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.

Friday BBQ and Parents Night



Parents and Family are invited to attend the Friday evening activities, including BBQ, retreat, and closing campfire. Dinner will be at 6 p.m. followed by the Flag ceremony and retreat at 7:15 p.m. and the campfire at 7:30pm. Please stay and attend the Friday closing campfire with your Scout! It's the culmination of what is the highlight of their summer! The staff will be putting on a show for all of our visitors that your

Scout will not want to miss! Scouts and leaders will be recognized. Awards for certain activities completed during the week will be distributed.

BBQ Tickets are available for purchase at the Trading Post starting on Sunday. Tickets must be purchased by noon on Tuesday to allow time for ordering food. The meal will be hamburgers, hot dogs and all the fixing's (Vegetarian options will be available)! Campers do not need to purchase tickets. The tickets are \$5.00 per person. In the event of "liquid sunshine", activities may be moved inside and dining times will be assigned to campsites.





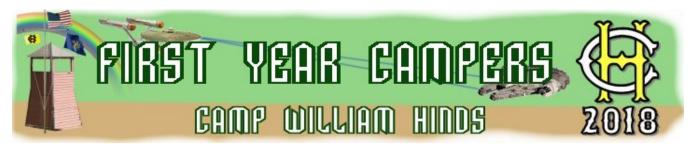
The heart of Camp William Hinds is the quality, once in a lifetime program we offer each week during the summer. Our program is diverse with something to challenge every Scout of any age and of any interest.

- 1 For our **First year Scouts** (those who have just crossed over) our POLARIS program will provide a wonderful beginning to their Scouting journey. This exciting program will introduce the new Scout to the skills of Scouting and will allow new Scouts to complete many Tenderfoot to First Class rank requirements as well as earning their first merit badges. Highlights include an ice cream social, overnight, and a hike up scenic Rattlesnake Mountain!
- 2 For returning Scouts, our **Traditional Summer Camp Program** will provide a multitude of opportunities. These Scouts who are in the middle of their Scouting career can earn merit badges, gain leadership skills, build troop unity and develop advanced Scouting skills and experiences.
- 3 For the **Older Scout** we have made several additions to our selection of badges and afternoon programming. Older boys can choose from opportunities such as these. The number in parentheses is the minimum age required to participate.
 - (14+) COPE program (Challenging Outdoor Personal Experiences) learning teamwork and advanced leadership skills while getting to experience a high adventure thrill on our high ropes course!
 - (14+) Pistol program where older Scouts will learn safe, competitive pistol shooting, and earn their First Steps certification
 - (13+) Motorboating Merit Badge where older Scouts will learn how to safely operate and care for motorized watercrafts
 - (13+) Trail To Eagle program where older Scouts can work on many Eagle required merit badges, learn the process for becoming an Eagle Scout, and most importantly what it means to become an Eagle Scouts
 - The Scuba (13+) and BSA Lifeguard (15+) program will keep them on or below the waves all week.
- 4 **Pine Tree Council Treks**. Our 50 mile Treks will challenge any Scout. Have an older Scout that is bored with summer camp? See if they are interested in this challenge. This is a provisional program so Scouts can do this without leaders.
- 5 Have a Scout that you would hold up as an example to your troop? Have a Scout that loves to lead the way and teach younger Scouts? The **Counselor in Training (CIT) program** is likely a great fit. In this 3 week program a Scout will get to attend camp for a week as part of the provisional CIT troop. Week 2 will be spent learning to teach and lead younger Scouts while mastering some new skills. Week 3 will be a week of internship and mentoring spent with the Camp Hinds staff. This is a great opportunity for aspiring staffers and an amazing value for 3 weeks of camp.

See Daily Program Schedule on the next page.

CAMP HINDS - DAILY PROGRAM SCHEDULE - 2018

6:30		Polar Bear Swim					
2:00		Reveille					
7:10		Waiter's Call					
7:30		Breakfast in Dining Hall					
8:00		Campsite Cleanup					
		Venturing Day	Theme Day	Council Camping Day	OA Day	Parents Night	
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
8:30-9:20		MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	
9:30-10:20		MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2	
10:30-11:20		MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	
11:40		Waiter's Call					
12:00-12:45		Lunch in Dining Hall			Cooking MB		
1:00	SM & SPL	SPL Meeting			ı		
1:00-2:00	meeting@Tabor	Siesta & Camp Good	Turns (Some Older Boy	Siesta & Camp Good Turns (Some Older Boy Programs start at 1:00PM)	(1	Troop Time	1:30-2:
	Gates open	Ι'	Troop Activity Period	Troop Activity Period	Troop Activity Period	(Prep CWE)	
2:00-2:50	@ 2:00PM Move to Sites	Older Boy Programs	Older Boy Programs	Older Boy Programs	Older Boy Programs Polaris Hike		
		Troop Activity Period	Troop Activity Period	Troop Activity Period	Troop Activity Period	Themed	2:30
3:00-3:50	Med Checks Swim Checks	Older Boy Programs	Older Boy Programs	Older Boy Programs	Older Boy Programs Polaris Hike	Campwide Event	4:30
		Troop Activity Period	Troop Activity Period	Troop Activity Period	Troop Activity Period		
4:00-4:50		Older Boy Programs	Older Boy Programs	Older Boy Programs	Older Boy Programs		
					Polaris Hike		
2:00		Staff & Leader Swim	Staff & Leader Swim		Staff & Leader Swim	Troop Time	4:30-5:
5:40	Waiter's Call	Waiter's Call	Waiter's Call	Troops Cookout	Waiter's Call	(Cleanup & Pack)	
5:45	Retreat	Retreat	Retreat	in their Campsites	Retreat		
6:00	Dinner in Dining H	Dinner in Dining H Dinner in Dining Hall	Dinner in Dining Hall		Dinner in Dining Hall	Family BBQ	00:9
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1	Orientation	Evening Merit Badges & Mile Swim	& Mile Swim			Ketreat	(1.15
05:8-00:7	00.0	Open Areas					7.00
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8:30	Camprire	First Year Ice Cream		Scoutmaster Splash	Exploration MB 	CAMPFIKE	
		500		Scoutcraft Overnight			
00:6	Call to Quarters					Get packet containing	
9:25	Tattoo					advancement, photos	
9:30	Taps					and med forms at	
						end of the campfire	



Polaris

Full Week-Periods 2&3 | Recommended Age 10 & 11 Offered Every Week

Polaris is our First Year Camper Experience, which will introduce your new Scout to new skills, provide an opportunity to advance, and experience unique summer actives in one action packed program. This program is ideal for new Scouts as each Scout will get...



- A great energetic, caring and knowledgeable staff all week long!
- Completion of many requirements for the ranks of Tenderfoot through First Class
- To visit and participate in activities in every area in camp!
- Tons of Scout spirit, work as a team, and develop their leadership skills!
- The Polaris patch to wear on your uniform!
- A supportive environment and will be grouped with other Scouts just like them!
- To make new friends
- To learn the patrol method and how it forms the basis of Scouting.

During the week the Polaris group will have an over-night this year on Wednesday night, wake up cook a delicious breakfast as a Polaris group and as a group hike beautifully scenic Rattlesnake Mountain together on Thursday!

The Polaris program runs periods 2 and 3 in the morning, the first period is open for Scouts to earn their first merit badge in a topic of their interest like swimming, crafts, or nature. Scouts can also get some tutoring in swimming provided by our great aqua staff and work towards swimming skills needed for rank advancement.

Polaris First Class Full Week-Period 1 | Recommended Age 11 Offered Every Week



Whereas Polaris is a double period session, Polaris First Class is a one period session. Most of the features listed in the Polaris description above including the Wednesday overnight will be included in this program but the emphasis will be on the requirements for First Class only.

Polaris Aquatics Full Week-Period 1 | Recommended Age 10 or 11 Offered Every Week



This is an optional program for younger Scouts. Each participant will receive instruction in swimming, rowing, canoeing, lifesaving, sailing, and their 1st & to 2nd class aquatics requirements. This does not replace the Swimming Instruction Class. This will also help troop boating events where paddling straight is a challenge for some Scouts.





TRADITIONAL SCOUT PROGRAM



CAMP WILLIAM HINDS

For Returning Scouts Offered Every Week

PROGRAM OVERVIEW:

The traditional program is the best option for returning and older Scouts that want to take merit badges. It encompasses a week of activity that is good for advancement, involves time for popular summer favorites and allows Scouts to enjoy some free time to spend with their unit to do some troop-led activities.

In the morning following breakfast, Scouts can attend up to three merit badges or specialized skill classes offered in several different topics like aquatics, crafts, nature, shooting, and more. The morning program is designed to help in advancement and to expand on Scout skills and new interests.

In the afternoon, troops will work together in activities all over camp helping to build teamwork and allow Scouts to see other parts of the camp. On Friday we will have the Camp Wide Event, which is a challenge type program where troop members are encouraged to work together to gain points or race against the clock in order to beat the other troops staying in camp. Each afternoon will end with some open area time where Scouts can return to a favorite activity or try something new!

Evenings at Camp Hinds include merit badges, specialty program and events, campfires and open areas. With different activities every night, Scouts have plenty to do or they might choose to play a game of chess or hang at their campsite!

Most of our special programs like SCUBA are limited to one or two weeks. We recommend Scouts who want to participate in these activities join the provisional group if their troop is not coming on the specific week of a specialty program. We also give a discount to Scouts that attend camp for more than one week.



CAMP WILLIAM HINDS - MERIT BADGES Four-Year Plan

Aquatics

Per 2

Per 3

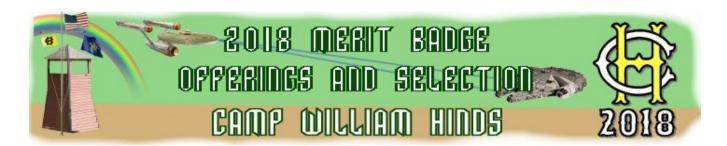
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		Rowing MB SCUBA	Rowing MB SCUBA	Per 2	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	
3		Swimming MB	Swimming MB	Per 3	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	
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2018	2019	2020	2021	Afternoon		Personal Fitness MB		Personal Fitness MB Golf MB (3-6)	
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B AB	Fishing MB	Fly Fishing MB Reptile and Amphibian Study MB	Fishing MB Forestry MB	Per 2	Movie Making MB 1+2 Space Exploration MB	Animation MB State of	urveying MB (1+2) pace Exploration MB	Animation MB Photography MB	
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MB (2+3)		Sustainability MB (2+3)	Sustainability MB (2+3)	Trail to Eagle	Eagle				
	;		-	. [2018	2019	2020	2021	
2018 MB		2020 Backpacking MB	2021 Emergency Prep MB	Per 1	≥	Citizenship in the Community M Communications MB	Citizenship in the Community M Communications MB	Citizenship in the Community MB Communications MB	
ep MB	Fire Safety MB First Aid MB	Emergency Prep MB First Aid MB	Fire Safety MB First Aid MB	Per 2	Citizenship in the Nation MB Citizenship in the World MB	Citizenship in the Nation MB Citizenship in the World MB	Citizenship in the Nation MB Citizenship in the World MB	Citizenship in the Nation MB Citizenship in the World MB	
cue MB		Search & Rescue MB Cooking MB	Orienteering MB Cooking MB	Per 3	Citizenship in the World MB Personal Management MB	Citizenship in the World MB Personal Management MB	Citizenship in the World MB Personal Management MB	Citizenship in the World MB Personal Management MB	
B (2+3) urvival MB	AB Survival MB	Exploration MB (2+3) First Aid MB Wilderness Survival MB	First Aid MB Pioneering MB Wilderness Survival MB	Afternoon		Citizenship in Comm MB (M&T) Citizenship in Nation MB (M&T) Communications MB (W&R)	Citizenship in Comm MB (M&T) Citizenship in Nation MB (M&T) Communications MB (W&R)	Citizenship in Comm MB (M&T) Citizenship in Nation MB (M&T) Communications MB (W&R)	
9		Camping MB Cooking MB	Camping MB Cooking MB	Evening	Eagle Topics (W&R) Chess MB (M-R)	Eagle Topics (W&R) Chess MB (M-R)	Eagle Topics (W&R) Chess MB (M-R)	Eagle Topics (W&R) Chess MB (M-R)	
ep mb B (2+3)	Signs, Signals, and Codes MB	Exploration MB (2+3)	Effective Prep Me Signs, Signals, and Codes MB	Campwide	ide				
					2018	2019	2020	2021	
				Evening		Music MB (MWR)		Music MB (MWR)	

Scoutcraft

Per 3

Nature

Craftshop



For 2018, we are offering nearly 60 different badges and classes in our traditional program. Scouts and Scoutmasters should have a meeting to decide the right badges for their Scouts. It is important that badge selection is carefully thought through; a Scout may have the impression that they may want to take a certain badge but it may not be the right fit for that year.

Age Restrictions and Prerequisites

Many of the badges in our directory have age restrictions that have been placed on them to make sure that the maturity level and educational skill are appropriate for the material that comes with the badge. **Many merit badges have prerequisites that need to be completed prior to camp.** It is important to look over the prerequisites in this guide and make sure that Scouts have the appropriate qualifications and materials needed to successfully complete the badge at camp.

Registration

Our preferred method of registration is through our online portal located at https://scoutingevent.com/218-2018Hinds. This can be done as you register your troop. If you are not ready at that time you may log back in to sign Scouts up for specific merit badges at a later date. Scoutmasters and Scouts in Provisional will be able to log in an add individuals to the roster, sign Scouts up for merit badges and sign older Scouts up for older boy programs. Registration is a first come – first serve system and those who register early online will be given preference. If internet access is an issue, please contact Council or camp (when in season).

If registration must be done via mail, it is strongly suggested to send registrations in to camp no later than two weeks prior to camp. Please note that registrations mailed in will not be addressed until staff arrives at the end of June. Forms received late will be handled on your Sunday arrival day or Monday morning.

Scouts Daily Schedule Confirmation

If your unit has preregistered with us, leaders will get a copy of their Scouts' signups at the Scoutmaster and SPL meeting at 1:00pm on Sunday. This will give them the opportunity to make a final check of what their Scouts are enrolled in and make final changes or correct errors.

The office staff will provide you with master and individual schedule printouts for adult leaders and Scouts by the Sunday night campfire. If you find problems with Scout schedules, please come to the camp office. Changes can be made before 5PM on Sunday or at 8:00AM on Monday.

Class Operation

When leaders receive their proof copies on Sunday, they may notice blank and moved slots in Scouts' schedules. While we do what is possible to accommodate your Scouts' requests, they may not always get what they signed up for. Some classes have size limits that are dependent on equipment; others cannot operate when there are too few people because of youth protection guidelines. Scouts may need to be moved to a different time slot of a particular activity to offset large differences in class sizes.

Additional Equipment

Some merit badges require special equipment (fishing reel, musical instrument, etc.) While the camp has some equipment, a Scout will increase his learning opportunities by bringing his own from home. Please label any items brought from home. The camp is not responsible for lost or damaged items.

Merit badge pamphlets may be required for a class. We recommend that Scouts utilize their troop library or purchase them from the Pine Tree Scout Shop ahead of time. There is a selection of merit badge pamphlets at the Trading Post, but only in limited quantities.

Paperwork



Camp Hinds uses a report generated by Scouting247/Black Pug to report all work done in camp. Completed merit badges will be recorded and kept in the records at Camp Hinds. If you are missing paperwork, please contact the camp office before August 21st. After camp please contact the Pine Tree Council Offices at 207 797 5252 ext. 33 to request any

copies of missing merit badge paperwork from the summer. Leaders will receive a packet at the end of the Friday night campfire with your advancements reports, troop photos, and med forms. If you need to leave before the campfire, you may stop by the camp office at a later date to pick up your packet. Packets not picked up will be mailed out after August 21st.

Prerequisites

Many merit badges, including most of the Eagle required ones, have requirements that Scouts **must complete before** attending summer camp. If those requirements are not completed or the Scout does not bring documentation that the requirements were completed, the Scout will go home with a partial. See the chart starting on page 27 for details.



Partials

Partials are given when a Scout does not complete the prerequisites before camp, is absent from class, their work is not passed in, or the work is not to expectations within reason. Staff will try to inform leaders if their Scouts are having trouble completing the required work. It is important for leaders to check with Scouts throughout the week to make sure their assignments in and out of class are being completed. Staff is prepared to work one-on-one with a Scout in the afternoon or evening, if they need extra time or extra help. If the week is over and requirements are left undone the paperwork will reflect a partial so that they may come back and finish only what was not completed to a Counselor in their troop or at another week or season of camp.

If a Scout does take advantage of another week or comes back for another season they must bring a copy of the paperwork that was released at the end of their original week to the makeup counselor. Hinds does keep records up to a certain date but if paperwork is lost by the unit we cannot guarantee that we can recall the records quickly or at all (they are stored off campus) after a season is completed.

If a partial is to be completed after camp, you will need to find a local merit badge counselor to sign off on their paperwork (talk to your Scoutmaster or Troop Advancement Person).

CAMP WILLLIAM HINDS - 2018 - INDIVIDUAL ACTIVITIES BY AREA

		- LIAM HINDS - ZO	CAMP WILELIAM HINDS - 2018 - INDIVIDUAL ACTIVITIES BY ANEA	VIIVIIIES DI ANEK	
	Aquatics	Craftshop	Nature	Scoutcraft	Shooting Sports
All Day	BSA Lifeguard (1-3) or (4-6)				
Morning	Polar Bear Swim				
	Kayaking MB				
	Motorboating MB				
Period 1	Polaris Aquatics	Sculpture MB	Environmental Science MB (1+2)	Backpacking MB	Archery MB
8:30-9:20	Rowing MB	Basketry MB	Fly Fishing MB	Emergency Prep MB	Rifle Shooting MB
	SCUBA (1-3) Wk 3-5	Wood Carving MB	Insect Study MB	First Aid MB	Shotgun Shooting MB
	Swimming Instruction			Search & Rescue MB	
	Swimming MB				
	Canoeing MB				
	Kayaking MB	Pulp and Paper MB	Environmental Science MB (1+2)	Cooking MB	Archery MB
Period 2	Lifesaving MB	Leatherwork MB	Mammal Study MB	Exploration MB (2+3)	Rifle Shooting MB
9:30-10:20	Motorboating MB	Composite Materials MB	Sustainability MB (2+3)	First Aid MB	Shotgun Shooting MB
	SCUBA (1-3) Wk 2-4			Wilderness Survival MB	
	Swimming Instruction				
	Swimming MB				
	Canoeing MB				
	Lifesaving MB	Leatherwork MB	Nature MB	Camping MB	Archery MB
Period 3	Motorboating MB	Pulp and Paper MB	Oceanography MB	Cooking MB	Rifle Shooting MB
10:30-11:20	Rowing MB	Wood Carving MB	Sustainability MB (2+3)	Emergency Prep MB	Shotgun Shooting MB
	SCUBA (1-3) Wk 3-5			Exploration MB (2+3)	
30014	0 ki Bi			closs GM zailes O	
IIOONI	:			COOKING MB INEARS	
Period 4-6	Salling Experience Water Skiing Experience		Trail Blazer (2:00-5:00 MT)		Pistol Experience
Older Boy	Snorking BSA		Trail Blazer (2:00-5:00 WR)		(1:00-5:00 MT)
	Paddleboard BSA				Pistol Experience
Activities	Kayaking BSA				(1:00-5:00 WR)
2:00-5:00	(See leader's Guide for times)				
	Mile Swim				
Evening	Small Boat Sailing MB (Wed)	Fingerprinting MB (Mon)			
7:00-Dusk	Water Skiing Experience	Fingerprinting MB (Tues)			

CAMP WILLLIAM HINDS - 2018 - INDIVIDUAL ACTIVITIES BY AREA

	Polaris	Sports	COPE &	STEAM	Trail To Eagle	Campwide
	Polaris First Class Polaris Aquatics	Cyding MB (1+2) Sports MB	Climbing MB 1+2	Digital Technology MB Graphic Arts MB Movie Making MB 1+2	Citizenship in the Community MB Communications MB	
Period 2 9:30-10:20	Polaris 2+3	Cyding MB (1+2) Athletics MB	Climbing MB 1+2	Robotics MB 2+3 Movie Making MB 1+2 Space Exploration MB	Citizenship in the Nation MB Citizenship in the World MB	
Period 3 10:30-11:20	Polaris 2+3	Personal Fitness MB	Hiking MB	Robotics MB 2+3 Electronics MB Inventing MB	Citizenship in the World MB Personal Management MB	Welding MB
Noon Period 4-6 Older Boy Activities 2:00-5:00 Evening 7:00-Dusk	Camping MB (4-6 MT)		C.O.P.E. (4-6 M->R)	Crime Scene Investigation 4-6 (MT) or 4-6 (WR) NOVA Start Your Engines 4-6 (M-R) Radio MB (M->R) Blast Cars	Citizenship in Comm MB (4-6 M&T) Citizenship in Nation MB (4-6 M&T) Communications MB (4-6 W&R) Eagle Topics (4-6 W) Eagle Topics (4-6 R) Chess MB (M->R)	Welding MB (M->R)



PARTIAL without doing pre-req

These badges have requirements that need to be complete before you come to camp. If you don't do them, you will get a partial. must be met before you signup for this badge

These merit badges have prerequisites that must be met before you can signup for the badge. PARTIAL until reqs finished after camp

These merit badges will be a partial until you complete some requirements that you must do after camp.

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Archery MB @ Shooting Sports Open to Returning Scouts		None	Single Period Class Offered Per 1 or 2 or 3 Class Size Limited to 16
	Art MB @ Craftshop Open to All Scouts	NEXT CLASS 2019	Requirement #6 - Visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop	
832	Astronomy MB @ STEAM Center Open to Returning Scouts	NEXT CLASS 2019	Requirement #8 – Complete one option.	Will require at least one star gazing session on a clear evening during camp.
	Athletics MB @ Sports Open to Returning Scouts	PARTIAL without doing pre-req	Must Complete all of requirement #3 (participate for one season) and requirement #5 (Complete activities in four groups)	Camp is providing a counselor for Scouts who have done the participation requirements. Offered Per 2
	Backpacking MB @ Scoutcraft Open to Returning Scouts	neW without doing pre-req	Must Complete Requirement #10 and #11 after camp.	Bring a backpack designed for hiking. Offered Per 1
	Basketry MB @ Craftshop Open to Returning Scouts		None	May be challenging for younger Scouts. May require some out of class work. Offered Per 1
	BSA Lifeguard @ Aquatics Open to adults and Scouts 15 years of age or older	PARTIAL without doing pre-req	Requirement #6 - Show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent.	Scouts must have Swimming MB, Lifesaving MB, and First Aid MB. Offered Per (1-3) or (4-6) May require some additional evening time
	Camping MB @ Scoutcraft Open to Scouts 13 and older	PARTIAL without doing pre-req	Requirements #4b – help a patrol prepare for an actual campout #8d - Cook at least one breakfast, one lunch, and one dinner for your patrol #9 a – 20 days & nights & 9b special experiences.	Requirement 5e - Bring backpack and be prepared to do an overnight at camp. Eagle Required merit badge Offered Per 3 or Per (3-6) MT
X	Canoeing MB @ Aquatics Open to Returning Scouts	must be met before you signup for this badge	Needs to be classified as a Swimmer.	Bring footware that can get wet for swamping. Offered Per 2 or 3

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Chess MB @ Dining Hall w/Trail to Eagle Staff Open to All Scouts		None	Evening merit badge. Be part of the Camp Hinds Weekly Chess Tournament. Offered Evening (M-R)
	Citizenship in Community MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirements #2 – Bring community map #3 – Attend meeting & be ready to discuss 3b #4b – Interview #7c - volunteer at least eight hours #8 – bring information to complete	Eagle Required merit badge Offered Per 1 or (4-6) M&T
	Citizenship in the Nation MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement #2 –Visit 2 nationally approved places, etc. #3 – Read front page or watch news for 5 days and be prepared to discuss, etc. #8 – Write letter to Senator or Congressman, etc.	Eagle Required merit badge Offered Per 2 or (4-6) M&T
	Citizenship in World MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement 3a – Come prepared to discuss.	Eagle Required merit badge Offered Per 2 or 3
P	Climbing MB @ COPE & Climbing Open to Scouts 13 or older		Climbers need to bring long sleeve shirt, long pants, and acceptable footware (sneakers or flexible closed toe shoes)	Climbing will be on our climbing wall and on open rock faces. Double Period Class Per 1&2
	Communication MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirements #5 – Attend a public meeting, etc. #8 - Plan a troop or crew court of honor, campfire program, or an interfaith worship service. etc.	Eagle Required merit badge Offered Per 1 or (4-6) W&R
	Composite Materials MB @ Trail to Eagle Open to Returning Scouts	new 2018		Offered Per 2
	Cooking MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirements #3 - Bring in the "Nutritional Facts" labels from 5 different food items. # 5 - Complete at home and bring all paper work and verification. # 7 - Complete at home and bring all paper work and verification.	Will be cooking lunch in Scoutcraft area on Thursday Eagle Required merit badge Offered Per 2 or 3
	Cycling MB @ Sports Open to Returning Scouts		Know the parts of a bicycle.	Double Period Class Per 1 & 2 Although camp has some bikes available, Scouts may feel more comfortable if the bring their own bike and helmet.
	Digital Technology MB @ STEAM Center Open to All Scouts	Returning for 2018 PARTIAL without doing pre-req	Requirement #1 - Show your counselor your current, up-to-date Cyber Chip card.	Offered Per 1
*	Electronics MB @ STEAM Center Open to All Scouts	neW 2018		Offered Per 3

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Emergency Preparedness MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirements #1 – Earn First Aid MB #2c - Complete a family plan #6c - Your community's emergency management director #8a, 8b, 8c - troop mobilization #9a, 9b or 9c – family safety	Eagle Required merit badge Offered Per 1 or 3
	© Nature Open to Scout 13 or older		Merit badge pamphlet is required for this class	Double Period Class Per 1 & 2 Class requires some hand written essays. Eagle Required merit badge
	Exploration MB @ Scoutcraft Open to Scout 13 or older Fingerprinting MB @ Craftshop Open to All Scouts	neW 2018	Bring a pencil to dinner. Class starts immediately after dinner on Monday or Tuesday.	On Thursday Scouts will be on an overnight Expedition. Double Period Class Per 2 & 3 Offered Evening M or T
	Fire Safety MB @ Scoutcraft Open to All Scouts	NEXT CLASS 2019	Requirement #6a - Draw a home fire- escape plan, create a home fire-drill schedule, and conduct a home fire drill. #11 - Visit a fire station, etc.	
	First Aid MB @ Scoutcraft Open to All Scouts	PARTIAL without doing pre-req	Requirements #1 – Must have first aid skills up to and including First Class. #2d – Make a first aid kit for your home and bring picture of kit to camp.	Eagle Required merit badge Offered Per 1 or 2
	Fishing MB @ Nature Open to All Scouts	NEXT CLASS 2019	Requirement #9 - Catch at least one fish, clean it, and cook it. Scouts may have to devote some out of class time to fishing in our lake or river or bring documentation that they have completed this requirement.	Camp Hinds does have poles available to Scouts, however, we welcome Scouts to bring their personal fishing gear.
	Fly Fishing MB @ Nature Open to Returning Scouts	Returning without doing pre-req	Requirement #10 - Catch at least one fish, clean it, and cook it. Scouts may have to devote some out of class time to fishing in our lake or river or bring documentation that they have completed this requirement.	Camp Hinds does have poles available to Scouts, however, we welcome Scouts to bring their personal fly fishing gear. Offered Per 1
	Forestry MB @ Nature Open to All Scouts	NEXT CLASS 2019	None	
LOGICAL	Geocaching MB @ STEAM Center Open to Returning Scouts	NEXT CLASS 2019	Requirement #8 – Do one and bring documentation	A GPS device is helpful but not required.
	Graphic Arts MB @ STEAM Center Open to all Scouts	neW 2018		Bring a white t-shirt to print on Offered Per 1

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Hiking MB @ COPE & Climbing Open to Returning Scouts	neW without doing pre-req	Requirement 4 can be partially fulfilled at camp 1x5mi, 3x10mi, 1x15mi. Requirements 5 (20 mi) and 6 (reflections) would need to be completed before camp.	Offered Per 3.
	Indian Lore MB @ Craftshop Open to All Scouts	NEXT CLASS 2019	Requirement #1 - Give the history of one American Indian tribe	
	Insect Study MB @ Nature Open to Returning Scouts	neW without doing pre-req	Requirement #9 - Raise an insect through the complete metamorphosis	Offered Per 1
	Inventing MB @ STEAM Center Open to All Scouts	neW without doing pre-req	Requirement #8 – Participate in club or visit a museum. Bring documentation.	Offered Per 3
RSA	Kayaking BSA @ Aquatics Open to Scouts 13 and older	Returning for 2018	Needs to be classified as a Swimmer	Offered Per (4-6) M or (4-6) T or (4-6) W or (4-6) R
	Kayaking MB @ Aquatics Open to Returning Scouts	must be met before you signup for this badge	Needs to be classified as a Swimmer.	Bring footwear that can get wet for swamping. Offered Per 1 or 2
	Leatherwork MB @ Craft shop Open to All Scouts	PARTIAL without doing pre-req	Requirement #4 - Recondition or show that you can take proper care of your shoes, a baseball glove, a saddle, furniture or other articles of leather. Bring documentation.	Offered Per 2 or 3
	Lifesaving MB @ Aquatics Open to Returning Scouts	must be met before you signup for this badge	Must pass the camp swimmer's test. Must complete swimming requirements through First Class and have Swimming Merit Badge.	Needs to participate in a CPR session at camp or present a CPR certification. Offered Per 2 or 3
	Mile Swim @ Aquatics Open to All Adults and Scouts	must be met before you signup for this badge	Needs to be classified as a Swimmer.	Offered at 7:00pm Have a conflict – see the Aquatics Director for an alternate time
	Mammal Study MB @ Nature Open to All Scouts	Returning for 2018		Requirement 3c – Scouts may find it easier to write the report at home. Offered Per 2
	Model Design & Building MB @ STEAM Center Open to Returning Scouts	NEXT CLASS 2019	#5 – Start working on this requirement.	

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Motorboating MB @ Aquatics Open to Scouts 13 and older	must be met before you signup for this badge	Needs to be classified as a Swimmer. Must have Swimming MB and one boating merit badge.	Class Size is limited Needs to participate in a CPR session at camp or present a CPR certification.
	Moviemaking MB @ STEAM Center Open to All Scouts	Returning for 2018		Double Period Class Per 1 & 2
	Music MB @ Rec Hall Open to All Scouts	NEXT CLASS 2019	Requirement #3 -If you have participated in your school band or chorus please bring a note/program showing your participation. #4 – Bring documentation	Evening merit badge. Meets Monday, Wednesday, and Thursday. Scouts are welcome to bring instruments to play in class.
	Nature MB @ Nature Open to All Scouts		It is recommended that you start working on requirement #4	A great introduction badge to all areas of nature. Offered Per 3
	Oceanography MB @ Nature Open to All Scouts	Returning for 2018	Do Req 8a or 8b at home or 8c at camp.	Offered Per 3
WZE	Orienteering MB @ Scoutcraft Open to Returning Scouts	NEXT CLASS 2019	Should have map & compass requirements completed through First Class. Requirement #7 - Take part in two orienteering events before camp.	Bring an orienteering compass if you have one.
Sand Up As addisology	Paddleboard BSA @ Aquatics Open to Scouts 13 and older		Needs to be classified as a Swimmer	Offered Per (4-6) M or (4-6) T or (4-6) W or (4-6) R
	Personal Fitness MB @ Sports Open to Returning Scouts	PARTIAL PARTIAL without until required finished pre-req after camp	Requirement #1a & 1b – complete before camp. Requirement #7 & #8 – complete after camp.	Eagle Required merit badge Offered Per 3
5	Personal Management MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement #2 takes 13 weeks to complete a personal expense report. Requirement #1 and #8 are family based requirements that must be done at home.	Merit badge pamphlet is required for this badge. Eagle Required merit badge Offered Per 3
	Photography MB @ STEAM Center Open to All Scouts	NEXT CLASS 2019	Participants must bring a digital camera from home. You will not be able to complete the requirements with a phone camera.	
Sud-Asia Sustain	Pistol Program @ Shooting Sports Open to Scouts 14 or older	must be met before you signup for this badge	Must have parent sign "Participation and Hold Harmless Agreement"	Participants will not earn a merit badge. Class size limited to 8 Offered 1:00-5:00pm M&T or 1:00-5:00pm W&R

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
8	Pioneering MB	NEXT CLASS 2019	Requirement #2a – Complete the rope related requirements up through First Class.	
	@ Scoutcraft Open to Returning Scouts			
	Polaris			Double Period Class Per 1 & 2.
G CAMP HINDS	@ Polaris Area		Needs to be a first year camper	Will include a day hike and an overnight campout.
	Open to first year campers			Scouts need to bring extra water bottles and a day pack for the hike.
	Polaris First Class			Will include an overnight campout.
G. SAMP HINDS	@ Polaris Area		Needs to be a first year camper who has completed most of the Tenderfoot and Second Class requirements	Scouts need to bring extra water bottles.
	Open to first year campers			Offered Per 3
	Polaris Aquatics			
G CAMP HINDS	@ Aquatics		Needs to be a first year camper.	This is an optional first year program
	Open to first year campers			Offered Per 3
	Pulp and Paper MB	J. 1846		
	@ Craftshop	new		Offered Per 3
	Open to All Scouts	22018		
	Radio MB (Amateur Radio Option)			
(utz)	@ STEAM Center			Offered Evenings (M-R)
	Open to All Scouts			
	Rifle Shooting MB			Class Size Limited to 16
CAND	@ Shooting Sports		None	Offered Per 1 or 2 or 3
(A)	Open to Returning Scouts			
4:	Robotics MB	Returning without doing pre-req	Complete Req #6a or be prepared to do Req #6b (Robotics competitions)	Double Period Class Per 2 & 3
200	@ Tech Center			
A LEGIO	Open to Returning Scouts			
	Rowing MB	must be met before you signup for this		Badge could be challenging for small
	@ Aquatics		Needs to be classified as a Swimmer.	frame boys
	Open to All Scouts	badge	Bring footwear that can get wet.	Offered Per 1 or 3
	Scuba Diving MB	PARTIAL	See SCUBA description on page 36	
	@ Aquatics	without doing	for details	
	Open to Scouts 13 and older	pre-req		
	Sculpture MB			
	@ Craftshop	Returning for	None	Offered Per 1
	Open to Returning Scouts	2018		

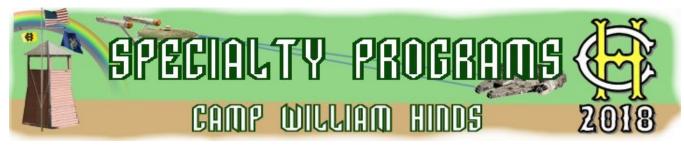
	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
SAR	Search and Rescue MB @ Scoutcraft Open to Returning Scouts	Returning for 2018	None	Offered Per 1
F	Shotgun Shooting MB @ Shooting Sports Open to Scouts 13 and older		Must be at least 13 years old. Preferred that they already have Rifle Shooting MB	Single Period Class Offered Per 1 or 2 or 3 Class Size Limited to 6
	Signs, Signals, and Codes MB @ Scoutcraft Open to Scouts 13 and older	NEXT CLASS 2019	Scouts will need to spend significant time before camp to begin to learn American Sign Language, Morse code, Braille, semaphore, nautical flags, trail markings, and other nonverbal communications.	
	Small Boat Sailing MB (Sailing Experience) @ Aquatics Open to Scouts 13 and older	must be met before you signup for this badge	Needs to be classified as a Swimmer and have either Rowing MB or Canoeing MB	Scouts need to sign-up for one of the Older Boy Sailing Experience sessions and attend the evening before. See page 41 for details.
GULE JASA	Snorkling BSA @ Aquatics Open to Scouts 13 and older	Returning for 2018	Needs to be classified as a Swimmer	Offered Per (4-6) M or (4-6) T or (4-6) W or (4-6) R
	Soil & Water Conservation MB @ Nature Open to Returning Scouts	NEXT CLASS 2019		
	Space Exploration MB @ STEAM Center Open to All Scouts	Returning for 2018	None	Offered Per 2
	Sports MB @ Sports Open to All Scouts	PARTIAL without doing pre-req	Complete requirement #4 (play two sports) and requirement #5 (personal training)	Camp is providing a counselor for Scouts who have done the participation requirements. Offered Per 1
	Sustainability MB @ Nature Open to Scouts 13 and older	neW without doing pre-req	Req 1 - Do those parts that require you to get input from your family Req 2 - Do those parts that require you to get input from your family or town, city, county, or state, etc.	Double Period Class Per 2 & 3 Eagle Required merit badge Offered Per 1
100 100 100 100 100 100 100 100 100 100	Swimming Instruction @ Aquatics Open to All Scouts		None	Offered Per 1 or 2
	Swimming MB @ Aquatics Open to All Scouts	must be met before you signup for this badge	Needs to be classified as a Swimmer.	Good for younger Scouts who can swim. This badge is a prerequisite for many other aquatics badges Offered Per 1 or 2 or 3

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Water Sports MB (Water Skiing Experience) @ Aquatics Open to Scouts 13 and older	must be met before you signup for this badge	Needs to be classified as a Swimmer and have Swimming MB	Scouts need to sign-up for one of the Older Boy Water Skiing Experience sessions and attend the evening before/ See page 40 for details/
*	Weather MB @ Nature Open to All Scouts	NEXT CLASS 2019	Complete one option for Req #9	
	Welding MB @ Welding Hut Open to Scouts 13 and older		None	Wear long sleeve shirt, long pants, and boots Offered Per 3 and Evenings M-R Class size limited: Per 3 max 8 Evenings max 12
	Wilderness Survival MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Bring supplies for Req #5 (small survival kit)	On Wednesday Scouts will be sleeping in shelters they constructed. Recommend bringing space blanket to double as tarp or blanket Offered Per 2
	Wood Carving MB @ Craftshop Open to All Scouts	PARTIAL without doing pre-req	Scouts must present their Totin' Chip at class for Req #2a or earn it at camp before Friday's class	Helpful if Scout brings a BSA approved carving knife to class Offered Per 1 or 3



All participants at camp are invited and encouraged to join the Camp Hinds family in our daily program. The program is open to all scouts and their leaders. Our Program consists of a variety of opportunities ranging from basic scout skills to more advanced scout skills: including camping, cooking, axemanship, wilderness survival, nature, astronomy, technology, shooting sports and swimming and boating. 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.



Troop H (Provisional Troop) Offered Every Week

Not all Scout troops can go to summer camp and some Scouts would like to stay at camp longer than the troop does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. The camp will provide the leadership by having a qualified trained Scoutmaster and assistants serve as your boy's leaders for the week. Each Scout will join the provisional troop in Wilderness campsite which is made up of Scouts from different troops throughout the area and even out of state. He will be entitled to participate in all camp activities as any other Scout would. He will have the added excitement of meeting and making friends from around the council. This program is a great way for boys to spend an extra week at camp after their troop has gone home. It will extend the fun and adventure of summer camp. In addition to taking part in the individual advancement program, the provisional campsite will be organized like a troop and will participate as a group in camp activities. Each week will be filled with hikes, games, campfires, and competitions as well as some other activities available only to provisional campers.

Pistol Program Two Day Program | Age 14+ Offered Every Week

Camp Hinds is excited to announce that we have been selected to continue the pistol program in 2018! We are the only camp in New England to offer this program and we look forward to showing Scouts the excitement and *responsibility* of handgun marksmanship. We will be offering two sessions during the week.

The first session meets from 1:00 pm to 5:00 pm Monday and Tuesday.

The second session meets from 1:00 pm to 5:00 pm Wednesday and Thursday.



You will need to signup for and attend one of the sessions for the entire week. Space is *limited to* 8 Scouts per session and parents need to complete the Pine Tree Council Pistol Program Participation and Hold Harmless Agreement form.

Scuba BSA, SCUBA Diving MB & NAUI Certification

Full Week-Morning Program | Age 13+ and Adults Weeks 2, 3, and 4

Want to explore the world beneath the waves? The SCUBA program at Hinds will take any Scout or adult to new depths in an experience that will give them several rewards including the Scuba BSA Award, Scuba Diving Merit Badge and the NAUI Certification.

What is the NAUI Certification? The NAUI Certification is an international certification that will accredit adults and Scouts (with limitations until 18) with the ability to Scuba dive in open waters. Once you have finished this week and all other required material you will be able to independently go on voyages with a group or buddy and have your own underwater adventures anywhere around the world.



This is a morning only program instructed by SkinDiver's Paradise (www.skindiversparadise.com). Some online instruction and an assessment will be required for the NAUI certification and should be completed prior to camp. A minimum of 3 Scouts must be enrolled to hold the class.



Expense: Cost for this Experience is the camp fee (early bird or late depending on when the Scout registers) plus the \$405.00 Scuba fee for the week. This includes your week's stay, instruction from Skin Diver's Paradise, NAUI Certification fees and Education materials, and scuba equipment use*.



Requirements:

- » Must meet the age requirement
- » Scouts must be strong swimmers with prerequisites of Swimming MB and Lifesaving MB
- » Will require some online classwork starting in June
- » Medical clearance will be required Scouts must provide a completed copy of the medical form provided by Skin Diver's Paradise. Can be downloaded from www.camphinds.org

How to Register: Registration will be done online. Please be advised that space is very limited due to instructor ratios. Homework will be required and there will be a certification test administered to receive the NAUI credentials.

*Students wanting to purchase their own personal equipment (snorkel mask & fins) can do so at a discounted rate through Skin Diver's Paradise.



BSA Lifeguard

Full Week-Half Day Program | Age 15+ (and adults) Offered Every Week

The BSA lifeguard is an intensive program led by our aquatics team at Hinds. Its greatest purpose is to educate older Scouts and adults giving them the skills necessary to be a certified lifeguard for BSA activities. The outcome of this program will give them a certification that is good for 3 years that will enable them to operate as a lifeguard at scouting camps and aquatic events, and can also be accepted by some

Prerequisites: Scouts and adults in this program must be outstanding swimmers; a little boating experience is preferred but not required. Youth need to have Swimming, Lifesaving and First Aid merit badges. Adults will need to contact Hinds prior to sign up for approval for this program, additionally they will be charged the "extra leader" fee of **\$110.00** as they will not be available to oversee their troop.



Space is limited so applicants that send in registration will be accepted first. This program is open to Scouts and leaders staying with their own troop or staying with our provisional unit.



Program Overview: This is an intensive program that will run all week and involve the candidate for most of the camp week, including evenings. Scouts will learn multiple rescue techniques including rescue from a watercraft, swimming extension rescue, active drowning rescue, passive drowning rescue, and submerged victim rescue. Course also covers long shallow diving, stride jumping, compact jump and defense, grip escapes, and back boarding procedures. Students will need to pass a written exam on theory and knowledge showing an understanding of aquatics programs and emergency management skills. Scouts will serve as a lifeguard at 2 or more aquatic events during the week.



Program Schedule:



Session 1: Daily Periods 1, 2, and 3 (All morning) Session 2: Daily Periods 4, 5, and 6 (All afternoon)

Some evening time may be required.

public/private beaches, camps and YMCA's.



Note: This course covers some first aid and CPR but in order for your certification to be valid, you must hold current certification in CPR. We encourage participants to attend a class offered by the American Heart Association, the American Red Cross or the National Safely Council prior to camp.



Trail to Eagle Program

Age 13+ Offered Every Week

Unlike years past this is no longer a stand alone program. This program is designed to help older Scouts who are in the middle or nearing the end of their Trail to Eagle. Scouts may select to work towards required merit badges for the Eagle Scout rank along with other camp merit badges, troop afternoon activities, and other older boy activities to create a unique schedule for themselves. Eagle required merit badges are offered throughout the program in the morning and afternoon. Many of the Eagle required merit badges offered by other areas in the morning do not require Scouts to be 13 years of age or older.

Merit Badge	Area	Open to
Camping MB	Scoutcraft/Polaris	13 and older
Citizenship in the Community MB	Trail to Eagle	13 and older
Citizenship in the Nation MB	Trail to Eagle	13 and older
Citizenship in the World MB	Trail to Eagle	13 and older
Communications MB	Trail to Eagle	13 and older
Cooking MB	Scoutcraft	Returning Scouts
Eagle Topics Workshop	Trail to Eagle	13 and older
Emergency Preparedness MB	Scoutcraft	Returning Scouts
Environmental Science MB	Nature	13 and older
First Aid MB	Scoutcraft	Returning Scouts
Lifesaving MB	Aquatics	Returning Scouts
Personal Fitness MB	Sports	Returning Scouts
Personal Management MB	Trail to Eagle	13 and older
Sustainability MB	Nature	13 and older
Swimming MB	Aquatics	All Scouts

Pre-camp Preparation: Many of the Eagle required badges have prerequisites that should be addressed prior to camp (See Merit Badge Description and Requirements). If a Scout has fulfilled a prerequisite he will need to bring proof in an applicable form such as letter from a Scoutmaster, parent or advisor; photograph of a project, or a chart or written report. Also several badges will require the Scout to bring the merit badge pamphlet to class. We recommend that Scouts make use of their troop library or purchase a booklet from our trading post.

In addition to Eagle required merit badges a special "**Eagle Topics**" workshop will be held where information about the Eagle Trail will be discussed such as the Eagle Service Project, paper work, and board of review.



Counselor in Training Program

Three Full Weeks | Recommended Age 15 & 16 Session 1(July 8th- July 27th) Session 2 (July 29th- August 17th)

What is it?

Have a Scout in your unit with an interest in the dynamics of camp life as a staff member? Then the Counselor in Training (CIT) Program is the perfect fit for them. Scouts who apply for this program will spend three weeks working alongside our staff learning and experiencing the perks of being a Hinds Staffer, building leadership and communication skills and getting an early start in some work experience.



Benefits of this Program:

There are an infinite number of benefits that come from the CIT program. During the 1st week CIT's will engage in the traditional program at Hinds taking merit badges, building relationships with other CIT's in the group, and participating in summer camp highlights like swimming, boating, shooting and crafts just like a Scout visiting for a normal week. Week 2 finds our CITs taking limited merit badges while doing observations and some limited assisting in many different areas throughout camp. It is our goal to introduce our CITs to all the programs at camp, including COPE. Week 3 they will experience life as a camp staff – assisting in some merit badge instruction, helping with troop afternoon activities and evening activities at camp, including our campfires.



Cost:

Early Bird: \$365.00 when paid in full by April 28, 2018

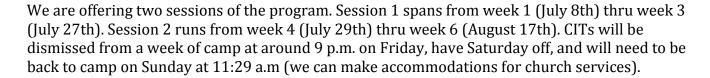
Regular Fee: \$405.00

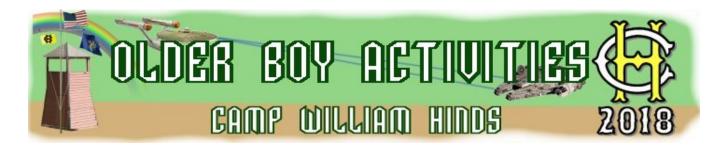
This includes a 2018 t-shirt, food and living arrangements. CIT's will be required to follow the same staff uniform policies, meaning in addition to their Class A shirt they will need to have a week's worth of Staff Class B uniform which includes any Scouting shirt, Scout shorts, centennial green crew socks, and a belt. A complete supply list will be provided upon acceptance to the program.



Sign Up:

The CIT program uses an application process, where Scouts interested in participating should download, fill out, and send in the application from www.camphinds.org. Applications should be sent in by April 28th. Late applications will be accepted but will only be considered as space is available. A short interview will be made in the month of May. If accepted into the program there will be a CIT & Parent meeting in June.





If your Scout is 13 years or older, they can participate in unique afternoon programs that are focused on a specific subject like water, sports or recreational challenges. Space is limited for all programs. Scouts should plan on attending every day that their activity is offered.

COPE (Challenging Outdoor Personal Experience) | Age 14+ (4 days) Monday, Tuesday, Wednesday, and Thursday

Our "Challenging Outdoor Personal Experience" program is designed to challenge you both mentally and physically. The program consists of teambuilding activities on the ground, the low course (elements 6ft in height) and the high course (elements 20ft in height). Based upon the values of teamwork and "challenge by choice", no one is forced to do a task they do not wish to undertake. Participants will earn the COPE "knot" after completion of the course.

Open Water Skiing | Age 13+

Monday - Three sessions - Class size is limited to 2 Scouts per session.

- 2:00-2:50pm
- 3:00-3:50pm
- 4:00-4:50pm

Participants must be classified as Swimmers and have Water Sports MB or equivalent skills. This is NOT a merit badge class.

Water Skiing Experience | Age 13+

Nine Sessions are available - Class size limited to 2 Scouts per session

- Monday 7:00-8:30 and Tuesday 2:00-2:50
- Monday 7:00-8:30 and Tuesday 3:00-3:50
- Monday 7:00-8:30 and Tuesday 4:00-4:50
- Tuesday 7:00-8:30 and Wednesday 2:00-2:50
- Tuesday 7:00-8:30 and Wednesday 3:00-3:50
- Tuesday 7:00-8:30 and Wednesday 4:00-4:50
- Wednesday 7:00-8:30 and Thursday 2:00-2:50
- Wednesday 7:00-8:30 and Thursday 3:00-3:50
- Wednesday 7:00-8:30 and Thursday 4:00-4:50

Participants must be classified as Swimmers and have Swimming MB. Scouts will begin working on the requirements for Water Sports Merit Badge. The required evening session will to cover the non-skiing requirements and an introduction. If you have a conflict with the evening session, you may talk to the aquatics director about taking it a different night before your actual skiing session.



Open Sailing | Age 13+

Monday 2:00-5:00pm – Class size limited based on number of sailboats Participants must be Swimmers and already have Small-boat Sailing MB or equivalent skills. This is NOT a merit badge class.

Sailing Experience | Age 13+

Thee sessions are available - Class size limited based on number of sailboats

- Monday 7:00-8:30 and Tuesday 2:00-5:00pm
- Tuesday 7:00-8:30 and Wednesday 2:00-5:00pm
- Wednesday 7:00-8:30 and Thursday 2:00-5:00pm

Love to sail or looking to refine your skills? How about an afternoon of sailing on Panther Pond? Participants must be Swimmers, but do not need to have prior sailing experience. Course will vary according to the experience of participants. This is intended for Scouts interested in earning the Small-boat Sailing merit badge. The required evening session will to cover the non-sailing requirements and an introduction. If you have a conflict with the evening session, you may talk to the aquatics director about taking it a different night before your actual sailing session.



Four sessions are available - Class size limited based on number of kayaks

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm

Never used a kayak and would like to try it out before taking the merit badge, well here is your chance. Participants must be Swimmers, but do not need to have prior kayaking experience. Course will vary according to the experience of participants.

Snorkeling BSA | Age 13+

Four sessions are available - Class size limited

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm

The Snorkeling BSA award introduces Scouts and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for those who later will participate in more advanced underwater activities. Participants must be Swimmers.



Paddleboard BSA | Age 13+

Four sessions are available - Class size limited

- Monday 2:00-5:00pm
- Tuesday 2:00-5:00pm
- Wednesday 2:00-5:00pm
- Thursday 2:00-5:00pm



The Paddleboard BSA award has been developed to introduce Scouts to basic paddle boarding skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatic recreation; and to lay a skill and knowledge foundation for those who will later participate in more advanced and demanding activities on the water. Participants must be Swimmers.

SCUBA | Age 13+

Full Week-Morning Program Weeks 2, 3, and 4

Want to explore the world beneath the waves? The SCUBA program at Hinds will take any Scout or adult to new depths in a new experience that will give them several rewards including the Scuba BSA Award, Scuba Diving Merit Badge and the NAUI Certification. More information is in the Specialty Program section – see page 36.



Pistol Program | Age 14+

Two sessions are available – Class size limited to 8 Monday & Tuesday 1:00-5:00pm Wednesday & Thursday 1:00-5:00pm

If you are 14 or older (and entering or in high school), join us in our newest shooting sport - the Pistol Program. Participants will work closely with range officers to learn safe handling, and proper pistol shooting techniques. We will be offering two sessions during the week (one from 1:00pm to 5:00pm Monday & Tuesday and one from 1:00 to 5:00 Wednesday and Thursday). More information is in the Specialty Program section – see page 35.

CSIT (Crime Scene Investigative Team) | Age 13+

Two sessions are available

Monday & Tuesday 2:00-5:00pm Wednesday & Thursday 2:00-5:00pm

Do you have what it takes to get to the bottom of it? Are you a master detective? Let's find out!

Solve a murder mystery by applying forensic science techniques.

Investigate blood typing activities using simulated blood. Learn how to lift fingerprints and take casts of footprints. Identify mystery substances with paper chromatography and much more.



BOY SCOUT NOVA AWARDS | Age 13+

(4 days 3 hours/day) 2:00-5:00pm Monday through Thursday Afternoon

The Boy Scouts of America developed the Nova Awards program to excite and expand a sense of wonder in our Scouts. By working with an adult counselor or mentor, the various modules allow them to explore the basic principles of STEM and discover how fun and fascinating STEM can be.



This year's NOVA award is START YOUR ENGINES. This module is designed to help you explore how technology affects your life each day.



Trail Blazers | Age 13+ Two sessions are available Monday & Tuesday 2:00-5:00pm Wednesday & Thursday 2:00-5:00pm



This conservation group will work with the Nature staff to restore the camp's hiking trails. With your Scoutmaster's approval you can use this as service hours toward rank advancement.

OLDER BOY MERIT BADGES

In addition to the programs listed above the following merit badges are reserved for Scouts 13 years of age or older.

Camping MB
Citizenship in the Community MB
Citizenship in the Nation MB
Citizenship in the World MB
Climbing MB
Communication MB
Environmental Science MB
Exploration MB



Motorboating MB
Personal Management MB
Robotics MB
Shotgun Shooting MB
Signs, Signals, and Codes MB
Small Boating Sailing MB
Sustainability MB
Water Sports MB
Welding MB



Looking for adventure beyond what traditional summer camp offers?

Time to Trek!

All Treks are designed to be done as a provisional camper. Hitch a ride with your troop to Camp Hinds and then spend the week pushing your limits with our trekking staff.

Fees: Cost for weeklong treks is \$445.00 early bird and \$495.00 after April 28th. Rouse Island Overnight is \$150.00 early bird and \$175.00 after April 28th.

Moose River Canoe Trek: A perfect trek for Scouts new to High Adventure. This 50 miler features pond and river paddling, a few brief portages, and Class I-II rips. Cap off your trek with an included day of whitewater rafting on the Kennebec River! *July 15th-20th*

Casco Bay Sea Kayak Trek: Explore at least 50 miles of the Southern Maine coast by kayak! You'll see wildlife, lighthouses, and plenty of islands along the way. This trek offers the potential for additional mileage for more adventurous paddlers. *July 22nd-27th*

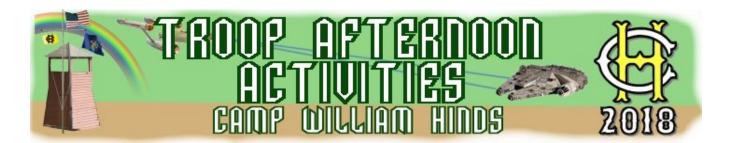
Appalachian Trail Backpacking Trek: Hike 50 of the most remote miles of the Appalachian Trail with everything you need on your back! This is the most challenging trek we offer. Experience the beauty of Maine's mountains and forests. *July 29-Aug 3*

Western Lakes Canoe Trek: Paddle 50 miles by canoe in the western lakes of Maine. Watch for migratory birds as we explore the shores of wildlife refuges and state parks. This trek also includes a day of whitewater rafting on the Rapid River. *July 8th-13th*

Muscongus Bay Sea Kayak Trek: Paddle a 50 miler along a remote and beautiful stretch of the Maine coast! Keep an eye out for wildlife as we island-hop through the Bay. This trek also offers the potential for additional mileage for more adventurous paddlers. **Aug 5 - Aug 10**

Rouse Island Overnight: Add a weekend of adventure to your week at camp! This sea kayaking trip includes a day of learning the basics on Panther Pond, a day of paddling down the Kennebec River, and an overnight on the Rouse Island Outpost, our 1.3 acre wooded island located near the mouth of the Kennebec River and Casco Bay. Finish the trip on Sunday by surfing your kayak onto Popham Beach. *July 6-8, July 13-15, July 20-22, July 27-29, August 3-5, August 10-12*





Make the most of your afternoons at camp this year with our new afternoon schedule. Following an hour siesta the afternoon program opens up to allow Scouts to experience summer fun as a troop. On Monday through Thursday, Camp Hinds offers 12 activities periods (three each day) for troops to experience all the areas of camp. Many activities are 50 minute sessions but some are longer. It is our hope that each troop will try to schedule at least one activity in each of our 12 program areas.

- Please attend activities as a group, encourage all Scouts to come and try the activity.
- All troops must have an adult present at the activity.
- If you opt for a troop time and want to visit a program area please ask them ahead of time.
- We will try to accommodate your requests however we may have to move one of your selections to another period or have to cancel an activity due to weather or staff limitations
- If you end up not going to a scheduled session please let the office or the area know!
- Realize that you may be sharing an area with another troop!
- Never invite yourself into a program area that is not staffed!

To Register: Register for afternoon activities by completing the form in the back of this guide or at the Scoutmaster and SPL orientation meeting at 1:00pm on the Sunday you come to camp. Many sessions have restricted sizes or certain days of operation so preference will be given to those who register early, all others will be put into the system Sunday afternoon following check-in.

The following is a description of the available activities organized by program areas.

Boating

Tenny River Run (3 Periods)

Grab a canoe or kayak and head on a scenic adventure down the Tenny River to Crescent Lake. The perfect activity for a troop of swimmers – the unit will be expected to provide the proper leadership for this trip, including one with Safe Swim Defense and Safety Afloat Training (training available for leaders online or Monday at camp).



Troop Boating (1 Period)

Enjoy a little time on the water in a rowboat, canoe or kayak.

Campwide



CPR Practical (1 Period)

This session will educate Scouts in how to do the basics of CPR and the Heimlich. This is not a certification course but it does satisfy the CPR requirement for aquatic merit badges, First Aid, and Emergency Preparedness.

Camp Improvement Project (1 Period)

This type of project will be designated by the commissioner or ranger. You may be asked to do brush cleanup, move a fence, clean up an area, build or put something together.

Campsite Improvement (1 Period)

Earn some extra inspection points by coming up with a project to improve your site. Please communicate your ideas with the commissioner or ranger before acting, material may be provided if project is approved.



Agawam Output



This program is available on Wednesday only on a first come first serve basis and is limited to 20 participants. Plan your own unique Outpost. Either hike or canoe to this rustic campsite on Crescent Lake. How you plan it is up to you. Include preparing your meals, a swim in the lake, a campfire at night, and sleeping under the stars, or under

your canoe, or under a tarp. If you wish to go by canoe, you must sign-up for the Wednesday Tenny River Run. You must submit an Outpost Planning form to the program director.

COPE & Climbing



Team Building Games (1 Period)

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 with your troop.

COPE Preview (1 Period)

Is your troop interested in learning what C.O.P.E is all about? Your troop will need to work together as a group to complete the challenge of one or more of our new C.O.P.E. low elements.

Troop Climb (1 Periods)

Reach new heights with your troop. Join our staff at the climbing wall and see if this is your new favorite sport. Each session is limited to 15 participants. Signup for multiple sessions if you troop is larger than 15.

Craftshop

Survival Bracelets (1 Period)

"Be Prepared" for anything while wearing a paracord bracelet that you made yourself. Stop by the Craftshop for this fun and useful project.



Craftstrip projects (1 Period)

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

Leather Projects (1 Period)

Use some of our patterns or design your own to make some useful leather project. Learn how to punch, lace, and stitch leather, tooling techniques and more.



Duck Tape Projects (1 Period)

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

Neckerchief Slides (1 Period)



Make neckerchief slides by pouring Plaster of Paris into special molds or carve them from wood. Schedule this at the beginning of the week so the plaster has time to dry or you have time to finish your carving.

Neckerchief Slide Painting (1 Period)



Now that you have your slide made, schedule this later in the week so you can finish your master piece.



Nature

Swamp Romp (1 Period - Per 4 or in evening)

A Camp Hinds tradition since 1986! Now you can join our Nature staff for a romp in our swamp. Be prepared to forge through the swampy areas of camp and maybe learn something about aquatic wildlife while you are there. Shoes required for all participants. Wear footwear and clothing that can get wet and muddy.



Conservation Project (1 Period)

Join our Nature Staff to help camp preserve its greatest resource, Nature. In this project you may work on clearing or moving a trail, creating erosion control, or improving wildlife habitats.



Nature Hike (1 Period)

Guided by one of our nature staff, hike along one of our nature trails and learn to identify some of the common ground cover, shrubs, and trees of the area. Keep your eye out for animal signs and your ears open for bird calls.

Nature Scavenger Hunt (1 Period)

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

Polaris

Rattle Snake Mountain Hike (3 periods)

Meet at Polaris for a brief introduction. Maps of the trails will be provided. Your unit will be expected to provide the proper two-deep leadership and take the afternoon and enjoy the wonderful views up Rattlesnake Mountain.

Blindfolded Tent Pitching (1 Period)

Every good Scout knows how to pitch a tent. But, could you do it blindfolded? Try this for some great intra-troop patrol competition. All Scouts will be blindfolded and have to pitch a tent following the directions of the patrol leader who can see but not help. Which patrol can get it done the quickest? Which patrol has the best looking tent?



Knot Relay (1 Period)

This session will begin with a review of how to tie some basic knots (square, overhand, two half hitches, tautline, bowline, sheet bend, and clove hitch). The end of the session will be a knot tying relay race of between patrols.

Scoutcraft

Tomahawk Throwing (1 Period)

Try your hand at learning the skill of tomahawk throwing. Practice this old time Scouting skill with your troop.



How to Use GPS (1 Period)

The compass cannot be replaced, but understanding how to use electronic orienteering devices is an important skill for people who enjoy the wilderness.

Geocache Course (2 hrs)

Go on a modern treasure hunt, on a quest to use a GPS and your know-how to locate a series of caches throughout Camp Hinds.

Cooking Demonstration (1 Period)

Would you like to learn some new cooking techniques and recipes? Then this is for your troop. Our staff will be prepared to show you new ideas in dutch ovens, utensiless cooking, hobo stoves, charcoal and more.

Tripod Water Boiling (2 periods)



Instructor: Demonstrates Tripod Lashing and sample fire lays. Gives each group a #10 can with 1 inch of water with dish soap added. **Scouts:** Build a tripod, hang the #10 can from the tripod, build a fire under the #10 can until the soapy water overflows the #10 can. First patrol to get the water to overflow the can is the winner.



Matchless Fire Building (1 period)



Instructor: Demonstrates several methods that can be used to start a fire without a match

Scouts: Select one method and start a fire. Who can get a sustainable fire going first? Fuel piled no higher than lower string

(9 inches above ground). Who can burn the top string (16 inches) first?





Monkey Bridge (2 periods)



Instructor: Give activity instructions and provide materials.

Scouts: Which patrol can assemble the monkey bridge first and get all Scouts across. Take bridge apart when finished.

Totin' Chip & Firem'n Chit (No signup Required)

Monday or Tuesday, Period 5 (3:00pm-3:50pm)

Totin' Chip - This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Monday or Tuesday, Period 6 (4:00pm-4:50pm)

Firem'n Chit - This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Shooting Sports



Rifle Shooting - Troop Shoot (1 Period)

Wander up to the Rifle Range and shoot with our knowledgeable and extremely accurate shooting sports staff!

Archery - Troop Shoot (1 Period)

Try your skill at the archery range and see if you can out score your friends!

Sports

Team Sports (1 to 3 periods)

Divide your troop into two teams or challenge another troop in a game of baseball/softball, basketball, flag football, lacrosse, soccer, volleyball. or ultimate Frisbee.



Fitness Relay (1 period)

Place paper bag with cards at start line for each patrol.

Patrols line up single file. On 'Go' signal, patrol leader picks card from bag, reads it and does that task out around the cone and back to tag the next Scout. A Scout can not choose a card until he has been tagged. First patrol to get through all tasks wins.

Disc Golf (2 or 3 periods)

Experience the thrill of one of the fastest growing sports – Disc Golf! Enjoy the newly expanded Camp Hinds course.

Swimming



Basic Rescue Skills (1 Period)

Learn and practice reaching rescues using such things as arms, legs, branches, towels, poles and paddles. Also practice using items that can be thrown such as lines, ring buoys, and free floating supports.

Instructional Swim (1 Period)

Get swimming lessons from our fine staff and improve your strokes such as the side stroke, elementary backstroke, trudgen, crawl, and breast stroke. Also get help with floating, treading water, or surface diving.

Safe Swim (1 Period)

Receive instruction and practice on running your own troop swim in a primitive setting. Set up the area, post lifeguards, and run a safe swim without docks, lemon lines, and buddy boards, etc. Meet at West Beach.

Troop Swim (1 Period)

Get wet and enjoy the water.

Water Games (1 Period)

Play water polo, water basketball, water volleyball, or water tag against another troop. The specific game you play can be picked when you arrive.

1st & 2nd Class Rank Swim (7:00pm any day Monday through Thursday) (No signup required)

Come by West Beach and complete the second and first class swim requirements! Also read about the new period 1 **Polaris Aquatics** program on page 20

Second Class Requirements:

8a. Tell what precautions must be taken for a safe swim

8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, return to starting place. 8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class Requirements:

9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. The practice victim will be approximately 30 feet from shore in deep water.

STEAM Center

Mystery Challenge (3 periods, offered Period 4-6)

This will be in the same vein as the great egg drop challenge but these activities will be much more involved. The actual challenge given to the patrols (or small groups) will be a surprise. Patrols will be given supplies and a challenge to complete before the end of the time period. Can your patrol successfully complete the challenge?

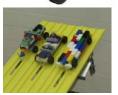
Bottle Rockets (3 periods, offered Period 4-6)

This activity involves Scouts working with a buddy or his patrol to design and construct a water powered bottle rocket designing by adding a nose cone, fins, and weights to two 2-liter soda bottles. The rocket to achieve the greatest time in the air wins! Troops need to bring 2 empty two-liter soda bottles for each team participating in this event.





Lego Derby (2 periods, offered Period 4-5)



Each pair of Scouts will be given a set of **Lego** derby wheels which will run on a standard Pinewood Derby track. Scouts will be given 20-30 minutes to design and build a derby car out of assorted Lego blocks following a set of pre-printed design rules. At the end of the time, all cars will have a race or two. After the race, teams will have the opportunity to re-design their cars. A second set of races will be held. Again teams will have time to re-design their cars. At the end of the period, the car with the best time will be saved for a campwide race off on Thursday evening.

For the activities below, leaders are encouraged not to share the activity descriptions with their Scouts ahead of time so that Scouts can express their own creativity.

Marshmallow Tower



Marshmallow Tower (1 period, offered Period 4, 5, or 6)



Each patrol is given 20 sticks of spaghetti, one yard of tape, one yard of string, and one marshmallow. Given a time frame of about 20-30 minutes, the groups must build the tallest free-standing structure out of the spaghetti. The marshmallow needs to be on top.

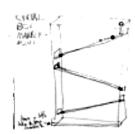
Marble Run

(1 period, offered Period 4, 5, or 6)



The challenge is to create a marble track using the given materials and have the marble land in an 8" square and remain there. Each patrol gets: 1 piece of cardstock, 3 straws, 1 piece of string, 3 sheets of paper, 5 mailing labels, 4 paper clips, 3 rubber bands, and 2 pencils to complete this task.

Marble Run



Troop Time

Troop Time (1 Period)

Take a break in the afternoon and play some board games under the humid weather, work on your troop plaque, play a sport, conduct your own units program - it's up to you!



There is something for everyone in the evenings at Camp Hinds. Scouts may choose to take a merit badge and work on advancement. Areas will be open for additional merit badge help or to stop by and do a favorite activity. Scouts may come and go from one area to another with a buddy. Areas open at 7:00 pm and close at 8:30 pm or dusk, depending on the area. Each area will have special programs that they will be offering. Check with your Senior Patrol Leader for more information.

Some Highlights:

- Tuesday Night Duty to God Service
- Opening and Closing Campfires with the Camp Hinds Staff
- Scoutmaster Splash and Aquatic Games
- Volleyball
- Older Boy Black Powder Demo
- Ice Cream Social for all campers new to Camp Hinds (new leaders, too!)
- Older Boy "Night In" party with sports and the Climbing Wall

Evening Activities at STEAM

Blast Car Design, Construction, and Racing

Blastcar is a CO_2 powered car for Boy Scouts. Blastcar is similar to a pinewood derby car in that the scout gets a pine wood block, 4 wheels and 4 axles to build a car, but the similarity stops there. Scouts can use their knowledge to experience the engineering design process through sketching an idea for their racer, laying out a design, constructing the car, conducting trial tests, modifying their design, and adding finishing details. Scouts design their racers for optimum performance on the course.



Scouts need to attend all four evenings

Monday: Scouts work on the design phase. Staff will rough cut the cars for Tuesday evening.

Tuesday & Wednesday: Scouts will finish car construction – shaping, painting, adding wheels, etc.

Thursday: Race event.

Scouts will be required to purchase the kit - \$5.00

Drop-in Coding (Monday thru Thursday)



Scouts may drop-in for one, two, three, or four evenings. Scouts will experience various coding activities from graphic based to text based to program a Sphero or BB8 robot. Beginners can give robots commands by drawing a path in the app for their robot to follow. Intermediate coders can utilize the familiar block-based drag and drop interface, while pros can use text programming and write their own code.



Waterfront Orientation

A brief, but mandatory, waterfront orientation for all campers and leaders will be held at the waterfront directly after dinner on Sunday night. Everyone in camp must attend.

Themed Camp-Wide Event

The theme for 2018 is Sci-fi. You won't want to miss this fun and friendly competition on Friday afternoon with this great way to build unity in your campsite. Dress as your favorite Sci-Fi character and come join us for an afternoon of fun! Senior Patrol Leaders will get more information at the SPL meetings!





Polar Bear Dip

Are you an early riser? Say "hello" to the day – and our aquatics staff – by jumping into chilly water every morning for the Polar Bear Dip. If you need a pick-me-up that coffee can't supply, or are up for a crazy challenge, report to the waterfront at 6:30 am Monday through Friday where you will plunge, splash, or dip into Panther Pond. For those brave enough to attend four mornings, the honor of being able to purchase the Polar Bear Dip patch will be theirs.

Mile Swim, BSA

This is a rugged swimming challenge for all campers and leaders who want to test their endurance. Swimmers swim **Monday through Thursday at 7:00 pm**. Participants must attend ALL the mile swim sessions. Completion cards will be given to all who complete the challenge and a patch can be purchased at the Trading Post with proof of completion. We know some conflicts can occur, for example, maybe your are taking Fingerprinting on Tuesday. Talk to our Aquatics Director to schedule an alternate time to do your laps on Tuesday.

Fishing

Scouts may go fishing with a buddy during open areas. A favorite spot is along Tenny Point or try our fishing docks! Want to fish from a boat? Scouts may only fish from rowboats during troop boating or open boating times. Fishing is not allowed off the Tenny Bridge or in the swimming or boating areas. Wading is not allowed while fishing at any time.

Sports

Want to challenge the staff to a friendly game of Frisbee or play water polo with another troop? Volleyball, soccer, basketball, baseball, badminton, ultimate Frisbee or your troop's favorite sport are available during your week at camp. Stop at the camp office to check on availability of equipment.

Zombie Run!

The zombies of 2016 are still lingering around camp! Join us for a morning run to escape the brain eaters! Meet at the dining hall at 6:30am.

Chess and Cribbage

See if you are the best at Camp in these games or make a tournament of your own. Stop by the Office to sign up. Tournament playoff rules will be posted at Camp. Campers will need to coordinate a time to play during open areas and report the results to the Office.



Duty to God Service

A Duty to God Scout Service will be held on Tuesday evening following dinner in the council ring. Troops may join one of our offered services or plan something for their own troop. If you would like to reserve a camp spot for your service, please stop by the Office. All Camp Offices and Areas will be closed during the Service and we ask that all Scouts observe this quiet time at camp.

First Year Ice Cream Social

If this is your first year at camp, as a Scout or leader, don't miss the sweetest Camp Hinds tradition ever. Join us for some ice cream and a chance to meet the Polaris Staff on Monday evening following merit badge sessions at the dining hall.

Scoutmaster Splash Competition:

Can you handle pain? Have a distinct style or a big cannon-ball splash? Please join us for the Scoutmaster splash competition. Always a popular event and back by demand! Don't miss the fun

this year - and bring a crowd to cheer you on!! See you at main beach at **8:30pm on Wednesday**.

SPL Daily Meetings

A brief meeting will be held daily with the Program Director for all Senior Patrol Leaders. Please send a troop representative to this informative meeting if your SPL is not available. Meetings are at **1:00 pm daily** at the Rec Hall.



Madockawanda Lodge - Order of the Arrow

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

Thursday is OA Day!

Members are encouraged to wear their sashes to Retreat and Dinner. Madockawanda Lodge has several programs planned.

Service Hour:

Members of the Order of the Arrow will have the opportunity to participate in the OA Service Hour each week. On Thursday evenings, members of the OA will join with the OA staff members for a service project at camp. Your participation will earn your troop points in the campsite inspections and all workers will receive a specially designed patch after their "cheerful service."



Brotherhood Conversions

A brotherhood conversion ceremony will take place on Thursday nights starting at 7pm. To be eligible, the Ordeal Member must have over 10 months of tenure as well as be a member in good standing (dues paid in full). There will be a small fee attached to cover the cost of the Brotherhood sash.



Venturing Day

Monday at Camp Hinds will be dedicated to Scouting's older youth co-ed program called Venturing. We encourage all venturers attending camp to wearing their favorite Class "B" venturing shirt and their venturing uniform to retreat and dinner. Camp will host a special event in the evening to talk about the exciting program opportunities that Venturing offers.



At Camp Hinds we want to encourage all Campers and Scoutmasters to do their best, live the Scout Law and fully participate in everything that Camp Hinds has to offer. To encourage individual Scouts, Scoutmasters, troops, and outstanding staff, we have the following awards. Award winners will be recognized at the closing campfire on Friday.

Best Troop Award

Show us what your troop can do! Many things will combine to help us decide on the honor troop of the week! Camp inspections, participation in special events like the Scoutmaster Splash, plus your score earned in the Camp Wide Event will all combine to earn you this coveted award! More information will be given out at the Scoutmaster meeting.

Honor Camper Award

At the conclusion of the week, each troop should vote for the Scout that they feel has best lived up to the Scout Oath and Law during their week at camp. Honor campers will be recognized during a meal time as well as at the Friday Campfire.

Honor Staff Member Award

Troops can recognize outstanding service in our staff by nominating a favorite staff member at the end of the week. Keep your eyes open for some quality service!

Baden Powell Award

Can you work as a team during your week at camp? Every patrol in camp is eligible to work towards this award which includes patrol spirit, advancement, service and living the Scout Law all week.

Paul Bunyan, Totin' Chit and Firem'n Chit

All three of these awards are available at Camp for individuals or as a patrol activity. Contact the Scoutcraft Director for open times to earn the Totin' and Firem'n Chits at Camp this year.

World Conservation Award

Scouts can earn the World Conservation Award by completing the following merit badges: Environmental Science, Fish and Wildlife Management; or Soil and Water Conservation and Citizenship in the World.



Adult Leader Training

For Scoutmasters and adult volunteers at camp. While your Scouts are in merit badge sessions, you can attend Leaders Essential and Scoutmaster training. All training will be provided by our Council Training staff. No need to pre-register. More information will be given at camp.

Climb on Safely Training

Climb on Safely training will be held for any interested adults. This training is important for any troop leaders wishing to have their youth participate in climbing activities outside of a Boy Scout camp. The training is focused on making leaders aware of BSA climbing policies and procedures so that this information can be passed to facilitators not familiar with the BSA program. This training is also available on-line.

Leave No Trace

Leave No Trace is the Boy Scouts training on how to perform successful low-impact camping excursions. The training takes 30-45 minutes and will be offered for all interested campers and leaders. Participants will receive a card verifying their training at the end of the session.

Safety Afloat and Safe Swim Defense

This training is required for troops wanting to do aquatics based activities at camp, including the Tenny River Run. Adults are encouraged to attend this important training at 12:00 on Monday at the waterfront. No swimming is involved. You can also take this training prior to camp online at www.pinetreebsa.org. Please bring proof of training to camp.

Trek Safely Training

Trek on Safely is the Boy Scout training for adult leaders on how to perform safe High Adventure activities with their unit. The training takes 30-45 minutes and will be offered for all interested adults. This training is also available on-line.

Scoutmaster Coffees and Leaders Meeting

Don't miss your chance to sit back with the Program Director and Camp Director and learn from other Scoutmasters. Meetings will be held Tuesday and Thursday mornings at 9:30 a.m. A closing informational meeting will be held on Friday morning to confirm check out and departure procedures.

Check the complete schedule for times, dates and locations for all leadership trainings or stop by the Office for more information.

Scoutmaster Merit Badge - Scoutmasters, Assistants, Adult Leaders in Camp!! What do you do while the Scouts are busy with merit badges? Visit the camp program areas and learn what the Scouts are doing. You can check on your Scouts and may even have a chance to help out! You may learn a new skill, you may have a new way of performing a skill, you might just catch somebody doing something great! Have the staff person in the area initial that you visited or helped. Also, attend SM meetings to share in what is going on, upcoming events, and plans for the day. See you in camp!





Every troop is required to have a MINIMUM of TWO LEADERS IN CAMP AT ALL TIMES! One MUST be 21 Years or Older and One 18+.

If your troop is having problems securing two-deep leadership for your week at camp, you should consider sharing a campsite with another troop. Arrangements for this can be done through Camp Director.

The troop is responsible for providing adult leadership for its Scouts. Discipline problems are the responsibility of the troop's leadership, with help from the camp staff when necessary. Feel free to contact the Camp Director with any concerns while in camp. Leaders are responsible for making sure their Scouts receive their medications. Notices will be sent to Scoutmasters for any Scouts consistently missing their medication distribution times.

Looking to Get Involved?

Do you want to take a more active role (either before, during, or after) at Camp Hinds this summer? We would love to hear from you! Get in touch with the Camp Director to let him know.

Leader & SPL Meetings

Camp Hinds 2018 Program Kickoff!

We strongly encourage ALL Leaders and SPLs to join us at your district roundtables to get your camp questions answered! The meeting is an informational meeting to update Scoutmasters and/or troop camp leaders of the changes and program information for the 2018 camp season. Look for dates and times in *Pine Spills*.

1:00 PM for Scoutmaster & SPL Orientation



We will hold a meeting at Tabor Retreat for all Scoutmasters and Senior Patrol Leaders at 1:00PM on the day of your arrival. All Scoutmasters and SPL's are expected to attend. No one will be allowed into camp until 2:00PM. This meeting is intended to give you the opportunity to bring in all paperwork for camp that was not mailed in ahead of time or submitted online. This includes Med forms. This is also your opportunity to sign up for your troop rotation activities.

Please bring two copies of your troop rosters. We need this information so we can assign you appropriate table space in the dining Hall.

We will also provide you with information about any new programs added after the guide was posted, any changes to policy, and we will answer any questions you may have.

SPL Council and Scoutmaster's Coffee

All SPL's will meet daily with the Program Director at 1:00 pm inside the Rec Hall. If the SPL is not available, please send a representative. Troop leaders are invited to meet with camp leadership at the Ring Dining Hall on Tuesday and Thursday at 9:30am. A brief meeting to discuss check out procedures will be held on Friday morning at 9:30am.

Scoutmaster Dinner

Tuesday Night at 6pm at Tabor Pavillion

This is a chance to find out what new things are planned for next year. Camp staff and council representatives will be there to hear any concerns you might have. Please understand we need your help to make sure all of our Scouts have a great camp experience.



Each troop site has two-man tents on platforms for all of our Scouts 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.

Troops are encouraged to spruce up their campsite with troop flags or banners, cooking equipment and lanterns. Troops may want to bring along sports equipment, paper products, water jugs and campsite games.

Campsite Etiquette & 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 9pm and that quiet hours are observed from 9:30pm-7:00am. A siesta is scheduled for rest time everyday directly following lunch. Everyone should show respect for others within the campsites, by following the quiet hours, assisting with campsites and general camp cleanliness by following the Scout Law.

Campsite Inspection

Camp Commissioners will inspect each campsite on a daily basis for cleanliness, safety, conservation, organization and Scout spirit! Troop Inspection Sheets are posted in each campsite. Can your troop have the best site in camp? The top troops will be recognized in front of their peers!

Campsite Supplies & Fire Protection

A broom, shovel, rakes, fire buckets and a water hose will be kept in each campsite. Commissioners will check daily to see if the camp equipment is there. Equipment that is lost or broken due to misuse will be charged to the unit. There is no need to bring this equipment back to the camp room at the end of the week.

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. Hot showers, with individual shower stalls, are available for all campers and leaders. Latrines with toilets and hand-washing facilities are found in each campsite.

The Camp Room

The camp room is located next to the camp office. Toilet paper, cleaning supplies and extra fire buckets are available at the camp room. A limited supply of cooking equipment and American Flags are also available for units to check out.

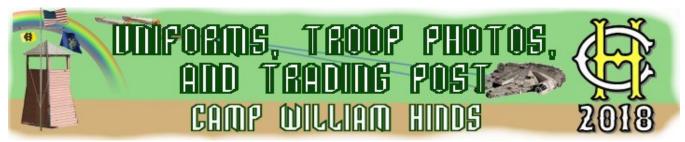
The camp room will be open daily at 8:00am. Please try to send a representative of your campsite during this time. If supplies are needed in an emergency basis, please check with the camp office.

Camp Good Turns

A Scout is helpful and clean! Each day troops are asked to assist in keeping camp clean with a rotating schedule of good turns. Good turns should be completed before 2:00pm. Schedules of good turns are posted in camp!

Donations & Camp Projects

We encourage troops to contact Camp Director during the off-season, in order to find out what camp needs for help and equipment. Troops are always welcome to perform a small service project for camp such as building erosion walls and brush removal!



Uniforms

Camp Hinds has a long established tradition of wearing uniforms in camp. Our staff is in uniform at all times, unless their job requires something else. We encourage all of our Scouts and leaders to proudly wear the Class A Scout Uniform every evening for retreat and the dinner meal. The 2018 camp t-shirt, hats, etc. will be available in the Trading Post for those that would like to purchase them.

Troop Photos & Photo Release Form

A professional photographer will be in camp to take troop photos for those units wanting them. Photos are colored 8×10 's. The cost for each photograph will be \$10.00. A troop photo order form will be given to each troop at camp. Money needs to be collected and turned in with the order form to the Trading Post by noon on Tuesday. Troops will receive their photos at the Friday night campfire. The day and time of your photo sessions will be scheduled at camp.

Pictures may be taken in camp to be used by Pine Tree Council for advertising, marketing or to highlight our programs.

The Trading Post

Camp Hinds operates a trading post, like a general store. The trading post offers camp t-shirts, hats, sweatshirts, postcards and stamps, souvenir items, candy, soda and toiletries. We also offer camping equipment like flashlights, insect repellent, jackknives and much more! The amount of money that each Scout bring is an individual matter and should be determined by the Scout and his parents. Generally speaking, \$40.00 is plenty for a week's stay.

BBQ Tickets are available for purchase at the Trading Post starting on Sunday. Tickets must be purchased by noon on Tuesday to allow time for ordering food. Campers do not need to purchase tickets. The tickets are \$5.00 per person.

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

Personal Gear

Scout Uniform (and extra parts)

Scout 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

Scout handbook

Paper & pens/pencils for MB work

Optional Personal Gear

Backpack for hikes or overnights

OA sash 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 Musical Instrument

Sports equipment (gloves, etc)

See Merit Badge Prerequisites for other items needed

for your merit badges

Sci-fi costume for Tuesday dinner and campwide event

Leave at Home

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 at home. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director.

Troop Gear

Pots and pans, dutch oven, chef kit (for Wed Dinner)

Troop flags, Patrol flags Dependable alarm clock

Brooms

Photocopies of all medical forms

Optional Troop Gear

Lanterns Cook stove Woods tools

Spade

Paper/plastic plates, cups, utensils Wheel barrow or garden cart

Sports equipment



146 Plains Road Raymond, ME 04071

Phone (Business and Emergency Use): (207) 655-6766 Camp Director (cell): (207) 894-4011

Remember, there is no phone next to your son's tent, so parents should only use this number in case of emergency.

We strongly encourage parents to keep their Scout's cell phone at home & all leaders to keep their Scouts away from phones during the week. Experience has taught us that this really helps with homesickness. We also encourage parents to get the cell phone number of your troop's leaders in case you need to get in touch.

Scouts enjoy receiving mail from home during their stay at camp! We encourage you to write, but be sure to write early in the week as even though mail is delivered daily, sometimes it can take a day or two for mail to reach camp depending on your location. Each campsite has a mailbox in the Trading Post for 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 by the camp staff.

Mailing Address:

Scout's Name Scout's Troop # and Campsite Camp Hinds 146 Plains Road Raymond, ME 04071

Visitors & Siblings

Visitors are welcome in camp, but please understand that everybody is on a busy schedule and Scout prone to homesickness may do better without visitors. All visitors must sign in and out at the camp office. Remember that the camp facilities are primarily for the use of campers and leaders. Visitors must purchase tickets for meals, which are available in the trading post. Visitors should limit their visits to dinner & "open area" time immediately following dinner. We ask that all visitors sign out before 9pm.

Due to insurance issues, limited space requirements and program needs, younger or older siblings of Scouts are not allowed to stay overnight in camp, even if their parents are Scout leaders in the campsite. They may come as an occasional guest to visit during the week. Program activities are open for Scouts and leaders only unless advertised as a family event - such as the Friday night Campfire & BBQ. Please be aware, there may be some children of the staff that live in the camp for the summer.



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

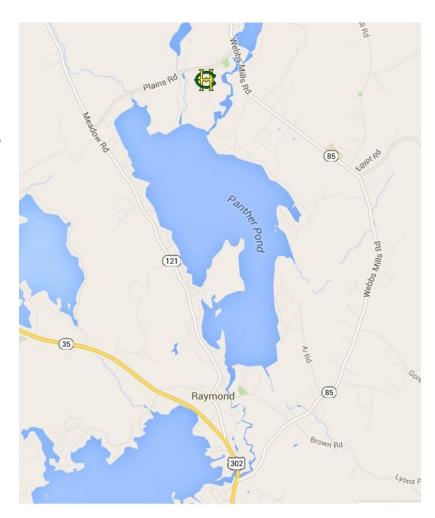
Go 3 miles and turn Left onto North Raymond Road

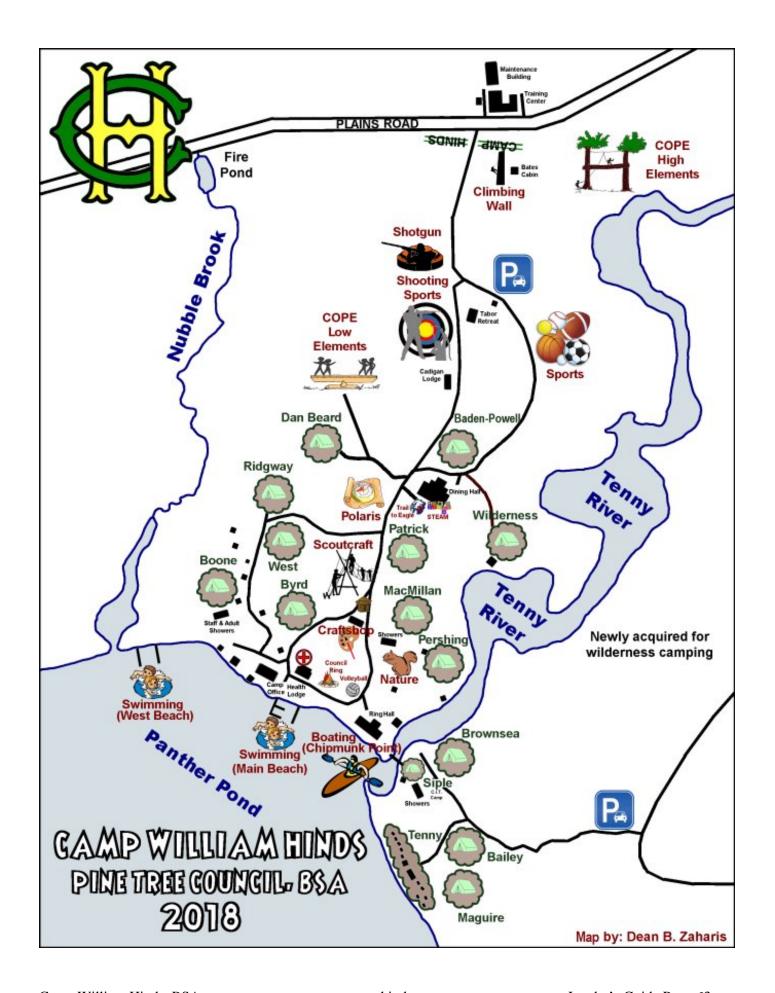
Go 1 mile and turn Left onto Egypt Road At the end of Egypt Road, turn Right onto Route 85

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





Pine Tree Council Pistol Program Participation and Hold Harmless Agreement

Camp William Hinds, Pine Tree Council will be conducting the Boy Scouts of America Scouting Pistol Safety and Marksmanship Program. This program is conducted under the approval of the Boy Scouts of America. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and be provided instruction to increase their marksmanship skills. Scouts will have both classroom instruction and range instruction in which they will fire a pistol under the supervision of a trained Range Safety Officer and pistol instructor at the Camp Hinds range complex. Scouts will be required to wear eye protection and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and Pistol Instructor(s).

I, the undersigned, give my child, _________, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I 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 claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. Because space is limited and materials must be purchased in advance, any additional cost associated with participation in this program will not be refunded.

- 1. Complete the Scouting Pistol Safety and Marksmanship Program taught at Camp Hinds.
- 2. Wear all safety gear at all times while on the range.
- 3. Follow all the safety rules provided in the training class.
- 4. Follow the instructions of the Range Safety Officer(s) and Pistol Instructor(s).
- 5. Do not handle the pistols until instructed to do so by the Pistol Instructor(s).
- 6. Is 14 years of age, or 13 and has completed the 8th grade, as of the start of the class and will be in full compliance with all local state and federal guidelines, including age restrictions and original equipment manufacturer standards.
- 7. Submit a complete, signed BSA Venturing Youth application.
- 8. Will respond to the camp satisfaction survey from the Boy Scouts of America to help in the evaluation of the pilot program.

Participant's Signature		Date:
Parent/Guardian Signature		Date:
Parent/Guardian Print Name		Date:
Home Phone	_ Cell	Date:
Email address for survey purposes only:		

Camp William Hinds – 2018 – Advancement Registration Form First Last Name Name **OC=Out of Council** Date of AB=Abnaki KV=K Valley Week# District CB=Casco Bay YK =York Birth Provisional ? Yes Campsite Тгоор Period 1 All Scouts **Returning Scouts** 15+ years of age or Adults 13+ years of age □Digital Technology MB ® ■Archery MB □Citizenship in Community MB ® ■BSA Lifeguard (1-3) ®* ■Backpacking MB ® □Climbing MB (1+2) ☐First Aid MB ® □Graphic Arts MB ■Basketry MB □Communication MB ® □Cycling MB (1+2) ■Environmental Science MB (1+2) ■Moviemaking MB (1+2) □Polaris Aquatics ■Emergency Preparedness ® ■Motorboating MB * □Polaris First Class □Fly Fishing MB ® □SCUBA (1-3) Wk 2,3,4 * ■Rowing MB ☐Insect Study MB ® ■Shotgun Shooting MB ■Sports MB ® ■Kayaking MB * ■Swimming Instructions □Rifle Shooting MB ■Swimming MB ■Sculpture MB ■Wood Carving MB ® ■Search and Rescue MB Period 2 **All Scouts Returning Scouts** 13+ years of age 15+ years of age or Adults ☐First Aid MB ® □Citizenship in the Nation ® □Archery MB ■BSA Lifeguard (1-3) ®* □Leatherwork MB ® ■Athletics MB ® □Citizenship in the World ® ■Mammal Study MB □Canoeing MB * Climbing MB (1+2) ■Moviemaking MB (1+2) □Composite Materials MB ■Environmental Science MB (1+2 □Polaris (2+3) □Cooking MB ® ■Exploration MB (2+3) ■Pulp and Paper MB □Cycling MB (1+2) ■Motorboating MB * ■Space Exploration MB ■Kayaking MB * ■SCUBA (1-3) Wk 2.3.4 * □Lifesaving MB * **□**Swimming Instructions □Shotgun Shooting MB ■Swimming MB * □Rifle Shooting MB ■Sustainability MB (2+3) ® ■Robotics MB (2+3) ® ■Wilderness Survival MB ® Period 3 All Scouts 13+ years of age 15+ years of age or Adults **Returning Scouts** □Electronics MB □Archery MB □Camping MB ■BSA Lifeguard (1-3) ®* □Canoeing MB * □Inventing MB ® □Citizenship in the World ® □Leatherwork MB ® ■Motorboating MB * □Cooking MB ® ■Nature MB ■Emergency Preparedness ® ■Exploration MB (2+3) □Oceanography MB ☐ Hiking MB ® □Personal Management MB ® □Lifesaving MB * ■SCUBA (1-3) Wk 2,3,4 □Polaris (2+3) □Pulp and Paper MB □Personal Fitness MB ® □Shotgun Shooting MB □Rowing MB ■Sustainability MB (2+3) ® □Rifle Shooting MB ■Swimming MB * ■Robotics MB (2+3) ® ■Welding MB ■Wood Carving MB ® Older Boy Activities (2:00-5:00 – All Afternoon) Afternoon 13+ years of age Afternoon 14+ years of age 13+ years of age (Aquatics Afternoon & Evening) □Pistol Experience (1:00-5:00 M&T) □Camping MB (M&T) ® Kayaking BSA* 2:00-5:00 □Mon □Tues □Wed □Thurs □Citiz in Community MB (M&T) ® □Pistol Experience (1:00-5:00 W&R) Open Sailing* 2:00-5:00 □Mon Open Water Skiing* □Mon 2-3pm □Mon 3-4pm □Mon 4-5pm Paddleboard BSA* 2:00-5:00 □Mon □Tues □Wed □Thurs □Citizenship in the Nation (M&T) ® \square COPE (M->R) □Communication MB (W&R) ® Crime Scene Invest □(M&T) or □(W&R) Afternoon 15+ years of age or Adults Sailing Experience with Small-boat Sailing MB* Eagle Topics \square (W) or \square (R) □BSA Lifeguard (all afternoon) ® ■Mon 7-8:30pm Tues 2-5pm ■Tues 7-8:30pm Weds 2-5pm ■Wed 7-8:30pm Thurs 2-5pm ■NOVA Start Your Engines (M->R) Trail Blazers □(M&T) or □(W&R) Snorkeling BSA* 2:00-5:00 □Mon □Tues □Wed □Thurs Water Skiing Experience with Water Sports MB* ■Mon 7-8:30pm Tues 2-3pm ■Mon 7-8:30pm Tues 3-4pm Evening (7:00-8:30) Evening (7:00-8:30) ■Mon 7-8:30m Tues 4-5pm All Scouts 13+ years of age ☐Tues 7-8:30pm Wed 2-3pm □Tues 7-8:30pm Wed 3-4pm □Blast Cars (M->R) ■Welding MB (M->R) ☐Tues 7-8:30m Wed 4-5pm □Chess MB (M->R) ■Wed 7-8:30pm Thurs 2-3pm ■Wed 7-8:30pm Thurs 3-4pm Fingerprinting MB \square (M) or \square (T) ■Wed 7-8:30pm Thurs 4-5pm ■Mile Swim, BSA (M->R) * ■Radio MB (M->R) ® (M->R) = 4 days Monday thru Thursday (M&T) = 2 days Monday and Tuesday (W&R) = 2 days Wednesday and Thursday (M) (T) (W) (R) = Single day ® = Scouts will get a partial in this merit badge unless they complete all the pre-requisites before camp and bring documentation. * = Must be classified as a Swimmer and may need additional Aquatics merit badges as pre-requisites. This is to certify that I have personally counseled the above named Scout and I certify that he understands and meets the prerequisites as described in the Camp

Hinds 2018 Leader's Guide and is qualified to work on the merit badges and/or programs selected. [Note: Erasures or changed must be initialed by the

Date:

Scoutmaster:

4/12/2018

Afternoon Troop Activities Signup – 2018– Camp William Hinds Week: Troop: Campsite: # Scouts: Camp Hinds offers 12 afternoon activities periods (three each day) for troops to experience all the areas of camp. Most activities are 50 minute sessions but some are longer. It is our hope that each troop will try to schedule at least one activity in each of our 12 program areas. Afternoon activities are described starting on page 45 of the Leader's Guide. **To Register:** Register for afternoon activities by completing and mailing this form or at the Scoutmaster and SPL orientation meeting at 1:00pm on the Sunday you come to camp. Many sessions have restricted sizes or certain days of operation so preference will be given to those who register early, all others will be put into the system Sunday afternoon following check-in. **Archery Range** Campwide **Boating** ☐Tenny River Run (3 Periods) ☐Troop Shoot (1 Period) □Camp Improvement Project (1 Period) (Preferred Day □ Campsite Improvement (1 Period) ☐Troop Boating (1 Period) □CPR Practical (1 Period) □Agawam Outpost (Wednesday overnight) **COPE & Climbing** Craftshop Nature **□**COPE Preview (1 Period) □Craftstrip projects (1 Period) **□**Conservation Project (1 Period) **□**Team Building Games (1 Period) **□**Duck Tape Projects (1 Period) **□**Nature Hike (1 Period) ☐Troop Climb (1 Period)/15 Scouts **□**Leather Projects (1 Period) **□**Nature Scavenger Hunt (1 Period) **■**Neckerchief Slides (1 Period) **□**Swamp Romp (1 Period) ■ Neckerchief Slide Painting (1 Period) **□**Survival Bracelets (1 Period) **Polaris Scoutcraft** Rifle Range **□**Blindfolded Tent Pitching (1 Period) ☐Troop Shoot (1 Period) **□**Cooking Demonstration (1 Period) **□**Knot Relay (1 Period) **□**Geocache Course (2 hrs) **□**Rattle Snake Mountain Hike ☐ How to Use GPS (1 Period) (3 periods) Preferred Day____ ■ Matchless Fire Building (1 period) ■Monkey Bridge (2 periods) **□**Pancake Flipping (1 Period) **□**Tomahawk Throwing (1 Period) ☐Tripod Water Boiling (2 periods) **Swimming** STEAM Center **Sports** ☐Team Sports (1 to 3 Periods) **□**Basic Rescue Skills (1 Period) **■** Bottle Rockets (3 periods) □Fitness Relay (1 Period) □Instructional Swim (1 Period) **Preferred Day □**Safe Swim (1 Period) ☐ Lego Derby (2 periods) □Disc Golf (2 or 3 periods) ☐Troop Swim (1 Period) **□** Marble Run (1 period) **□**Water Games (1 Period) **■** Marshmallow Tower (1 period) ■ Mystery Challenge (3 periods) Preferred Day_ No need to signup for these **Troop Time** □1st & 2nd Class Rank Swim 7:00 pm any day Mon - Thurs Design your own activity □Totin' Chip & Firem'n Chit Monday or Tuesday, Period 5 (3:00pm-

Monday or Tuesday, Period 6 (4:00pm-4:50pm)

3:50pm)
□Firem'n Chit.

Madockawanda Lodge 271 Order of the Arrow Lenny Niman Memorial Campership Application

(Applications must be received by March 15, 2018)

Name		Age
Address		
City	State	Zip
Phone	Troop Number	
Scouting Experience		
Current Rank	Leadership Position?	
OA Member Y N		
Describe your camping e	experience: (include jamborees, ec	et)
Explain why a week at ca	amp, and this campership, would l	benefit you.

As this campership is also based on need, I would be unable to attend a week at camp without this assistance. I understand that I must use this campership this year and at a Pine Tree Council Camp.

Amount Available from other sources (i.e., Troop, Chartered Organization) Applicants Signature	\$ \$
(i.e., Troop, Chartered Organization) Applicants Signature	\$ \$
	\$
Applicants Signature	\$
Applicants SignatureParent/Guardian Signature	
Those applications not approved for OA Campership fur Council for council campership consideration.	nds will be sent to the Pine Ti
Applications should be forwarded by March 15, 2018 to	:
	Madockawanda Campershi c/o Pine Tree Council, BSA 146 Plains Rd. Raymond, ME 04071
Scoutmaster Certification (please check all that apply) This Applicant:	
•Exemplifies the Scout Oath and Law in his daily life.	
•Shows leadership (or leadership potential).	
Has a financial need. Would benefit from a week at summer camp.	
•Would benefit from a week at summer camp.	

Pine Tree Council CAMPERSHIP APPLICATION

DEADLINE: March 15, 2018

It is the intent of the Council Campership fund, to provide assistance to youth in securing the necessary funds to experience an outdoor Scouting Adventure. Realizing that families occasionally are not in the financial position to pay for their son to attend a camping experience, the campership funds are made available to assist those Scouts with a financial need. Camperships are available to individuals with a financial need and are to support and supplement other sources of funding, such as family, unit, sponsor and/or other sources.

<u>All information</u> on this form <u>must</u> be completed for the Campership Application to be accepted for processing. <u>All</u> information on this form is confidential.

(Please Youth's	,		Birthdate
Parent's	s Name:	Email:	
Address	s:		
City		S	tateZip
Telepho	one:	District:	
Name o	of Unit Leader:		Unit:
Address	s:		
City:		State	ZIP
Unit lea	ader signature:		
Whicl	h camp do you plan to attend: (check one)	
	BOY SCOUT CAMPS (TROOPS)		
	Camp Hinds Boy Scout Can	mp	_ Camp Bomazeen Boy Scout Resident Camp
	WEBELO'S OVERNIGHT CAMPS	S (PACKS)	
	Camp Hinds Webelo's Res	sident Camp	_Camp Bomazeen Webelo's Resident Camp
	CUB SCOUT DAY CAMPS (PACK	(S)	
	Abnaki Day Camp (Camp Gustance Casco Bay Day Camp (Camp Formation Casco Bay Day Camp (Winslow K-Valley Day Camp (Camp Bound Camp Nutter Camp Nutt	Aind in Raymond) We Park in Freeport) Display a series of the series o	

Has this Scout received a Pine Tree Council Campe	rship in the past?	Yes	No
Does his Pack/Troop conduct a fundraiser(s) for car	mp?	Yes	No
Popcorn Sa		Yes	No
		Yes	No
Did this So	out participate?	Yes	No
The Pine Tree Council believes that each Scout allows us to utilize our limited funds for more camperships for Funpack Weekends, or extra we	individuals. It sh		
Contribution from boy and Contribution from Troop/P Contribution from sponsor: Contribution from fundrais	ack:		
TOTAL CONTRIBUTION	S:		
CAMP FEE: AMOUNT RE	QUESTED FROM	CAMPE	CRSHIP FUND:
Confidential Information (must be complete):			Gross annual family income as of application date:
Father's occupation:	 		Below \$20,000
Mother's occupation:			\$20,001-\$30,000 \$30,001 - \$40,000
Total number of people in household			\$40,001- \$50,000 \$50,001 or above
Do you qualify for free or reduced school lunch?			
Parent or Guardian Statement: I am requesting fi	nancial assistance be	ecause	
Signature of Parent: X		Dat	te:
Please return to:			
Campership Committee Pine Tree Council, Inc. Boy Scouts of America 146 Plains Road Raymond, ME 04071 FAX: 207-655-6282			

Camper.Doc

TROOP ROSTER

PLEASE PRINT OR TYPE

roop Distric	et or Community						
Council							
Veek Camps	site						
OTALS:		DE	ATNID	ED. 1	51 1		
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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:			Expedition/crew No.: or staff position:		
DOB:					
Age:	Gender:	Height (inches):		Weight (lbs.):	
Address:					
City:	State:	ZIF	code:	Telephone:	
Unit leader:			Mobi	le phone:	
Council Name/No.:				Unit No.:	
Health/Accident Insuran	ce Company:		Policy No.:		
	e attach a photocopy of both s "none" above.	sides of the insuranc	e card. If yo	ou do not have medical insurance,	Ī
In case of emerge	ncy, notify the person below:				
Name:			Relationship:		
Address:		Home phone	:	Other phone:	
Alternate contact name:	·		Alternate's pho	ne:	
Health Hist Do you currently have o	Ory r have you ever been treated for any of the	following?			
Yes No	Condition			Explain	

163	140	Condition	Explain
		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 DOE	nam 3:	ne:				High-adventure base participants: Expedition/crew No.: or staff position:				
All (Are you	ergi u allergi	es/Med c to or do you ha	ications ve any adverse reaction t	o any of the following?						
Yes	No	Allergies or F	Reactions	Explain	Yes	No	Allergies	or Reactions	Explain	
		Medication					Plants			
		Food					Insect bite	es/stings		
List all medications currently used, including any over-the-counter medications. ☐ CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN. ☐ IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.										
		Medication	Dose	Frequency				Rea	son	
	_	_								
∐ YE	s L	NO Non-pi	rescription medication	administration is author	orized with	these ex	ceptions:_			
Admini	stration	of the above me	dications is approved for	youth by:						
		Pa	arent/guardian signature		/	MD/D0	D, NP, or PA s	signature (if your s	tate requires signature)	
		are NOT exp	pired, including in	sufficient quantiti halers and EpiPer to do so by your	ns. You Sl				lake sure that they any maintenance	
lmi	nur	nization								
							st have been	received within t	he last 10 years. If you had the disease,	
check 1	the dise	ease column and	list the date. If immunized	d, check yes and provide	the year rece	eived.		Diagon links		
Yes	No	Had Disease	lmmun	zation	D	ate(s)			any additional information medical history:	
			Tetanus							
			Pertussis							
			Diphtheria				•			
			Measles/mumps/rubell	a			-			
			Polio							
			Chicken Pox					DO NOT WR Review for camp of	RITE IN THIS BOX or special activity.	
			Hepatitis A					Reviewed by:		
			Hepatitis B					Date:		
			Meningitis						I required: Yes No	
			Influenza					Reason:		
			Other (i.e., HIB)					Approved by:		
			Exemption to immuniza	ations (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:						High-adventure base participants: Expedition/crew No.: or staff position:					
Exam		Scouting ex of the natio	cperience nal high- e form pr	. For indivi adventure ovided by	duals who will bases, please your patient.	be atte	ndir	ıg a l	raindication for partic nigh-adventure progra lemental information	m, including one	
			Yes	No					Explain		
Medio	cal restric	ctions to particip	ate								
Yes	No	Allergies or I	Reactions		Explain	١	Yes	No	Allergies or Reactions	Explain	
		Medication							Plants		
		Food							Insect bites/stings		
Heigl	ht (inch	es):	Weigh	t (lbs.):	BMI:		В	lood F	Pressure:/	Pulse:	
		Normal	Abnormal		Abnormalities	Eva	mi	nor	's Certification	n	
Eyes							raindid ted re	ations	for participation in a Scouting	examined this person and find experience. This participant	
Ears/i						True	Г	lise	Meets height/weight requireme	•	
							+	1		eart disease, asthma, or hypertension.	
Lungs	6								Has not had an orthopedic inju	ury, musculoskeletal problems, or six months or possesses a letter of opedic surgeon or treating physician.	
Heart									Has no uncontrolled psychiatri		
						-			Has had no seizures in the las	t year.	
Abdo	men							ĺ	Does not have poorly controlle	ed diabetes.	
Canit	alia /la auro	io							If less than 18 years of age andiabetes, asthma, or seizures.	d planning to scuba dive, does not have	
Geriil	alia/hern	ia				_			For high-adventure particip important supplemental ris	ants, I have reviewed with them the k advisory provided.	
Musc	uloskele	tal				Examin	er's S	Signati	ure:	Date:	
Name	. !					Provide	er prin	nted na	ame:		
Neuro	ological					Address	3:				
Other						City:			Sta	ate: ZIP code:	
2 (110)											

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



2018 CAMP HINDS SUMMER CAMP STAFF APPLICATION

Name:			
Address:			
City:		_ State:	Zip:
Tel:	E-Mail:		
Facebook:	Skype Name:		
Are you an Eagle Scout, R	Ranger Award or Gold Award Recipient?		
Are you legally permitted t	o work in the United States?. Yes		No
Are you available June 1	7 (ADULTS)/June 24 (YOUTH) until A	ugust 21?	
First available start date:_	Work	end date:	
Education:			
High School:		(Expected) Gra	aduation Date:
College:	Major:	Grad	duation Date:
Youth staff applicants:			
Troop Rank_	Leadership Position	1	
Birthdate			
Scoutmaster		SM Phone	
Scoutmaster E-Mail			
Past Employment:			
Employer:			
Position held:	Duties:		
Reason for Leaving:	Supervisor's en	nail:	
If additional space is need	led, please use back of form.		
Certifications/skills:			
Please indicate any certific	cation or advanced skills:		

Interest and Availability	
Please Indicate which position (s) you are interested in	:
List outdoor activity experience:	
List leadership experiences:	
State why you would like to be on camp staff: if more s	pace is needed please use additional sheet
Reference: Please provide 3 references	
Name:	Relationship:
Email Address:	Phone:
Name:	Relationship:
Email Address:	Phone:
Name:	Relationship:
Email Address:	Phone:
Applicant Signature	
Date	
Parent Signature (if under 18)	
Return applications to:	
Pine Tree Council,	
C/O Jack Waite, Camp Hinds Director	
146 Plains Road,	

Cell: 207-894-4011 Fax: 207-655-6282 Email: jackwaitejr@scouting.org

Raymond, ME 04071

2018 CAMP HINDS CIT (Counselor in Training) APPLICATION

Name		
Address		
City	State	Zip
Tel E-Mail _		
Eagle Scout?	Leadership Po	sition
Council	Unit _	Rank
Will you be 14 by July 1, 2018	Date of	Birth
Reference:		
Scoutmaster	S	M Phone
Scoutmaster E-Mail		
Camping Experience Boy Scout		
Summer Camp as Camper	# of years	Where
Winter Camp as Camper	# of years	Where
NYLT	# of years	Where
Counselor in Training	# of years	Where
Summer Camp Staff	# of years	Where
Winter Camp Staff	# of years	Where
Jamboree/NOAC/High Adventure	# of years	Where
Select session preference:		
Session 1(July 8nd- July 27th)		
Session 2 (July 29st- August 17t	·h)	

State why you would like to be in the CIT program:				
List outdoor activity experience				
List leadership experiences				
Applicant Signature				
Date				
Parent Name				
Parent Signature				
Date				

Return applications to:

Pine Tree Council, C/O Jack Waite, Camp Hinds Director 146 Plains Road, Raymond, ME 04071

Cell: 207-894-4011 Fax: 207-655-6282 Email: <u>jackwaitejr@scouting.org</u>

Other Council Opportunities for your Scouts at Hinds

Winter Camp - February

During the deep snows of next February school vacation, 28 lucky Boy Scouts will be able to stay warm and cozy in the Rotary Training Center at Camp Hinds. Pine Tree Council will be hosting Winter Camp during the Maine school vacation week.

Winter Camp is a weeklong **provisional** resident camp program for Scouts 13 years and older and at least First Class Rank. Scouts age 12 and at least First Class Rank may register after January 15th if space is still available. Scouts can earn merit badges, participate in outdoor winter skills, meet new friends and have fun! Planned activities include an Orienteering & GPS patrol challenge, patrol winter Olympics, Blastcar races, making walking sticks, building and sleeping in qunizees (snow shelters), along with snowshoeing, crosscountry skiing and other outdoor activities.





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!

