



# TABLE OF CONTENTS



# CAMP WILLIAM HINDS

Page	Content PART 1 – Staff Info				
1	Welcome Letter				
1	Camp Songs				
2	Important Dates				
3	A Reflection				
4	Introduction				
5	What We Believe				
6	Our Goal				
6-7					
8	Scout Oath & Law for Camp Staff Employment				
9	Medical Information				
10-12	Uniforms & Attire				
13-18	Living in Camp				
19	Code of Conduct				
19	Behavior Management Policy				
20	Staff Perks				
21-26	Emergency Procedures for Staff				
27-29	Songs for Staff Sing				
30	Staff Organization Chart				
31-56	Job Descriptions				
57	Camp Staff Evaluation Form				
	PART 2 - Camp Program				
58	Boy Scout Camp – Program Guide				
59	Daily Schedule				
60	First Year Campers (Polaris)				
61	Traditional Program				
62	4-year Merit Badge Plan				
63-64	Individual Activities by Area				
65-72	Merit Badge Prerequisites				
73-77	Specialty Programs				
78-81	Older Boy Activities				
82	Treks				
83-89	Afternoon Troop Activities				
90	Evening Activities				
91-92	Weekly Activities				
93	Camp Map				
94	Webelos Resident Camp				
95-97	Advancement Offerings				
98-100	Sample Schedules				
101-102	Evenings at Camp				
103	Webelos Resident Camp Map				
104	Enabled Resident Camp				
104	Sample Schedules				
106	Statement of Understanding				



# **Dear Camp Hinds Staff Member,**

Congratulations on being selected to be a part of the 2018 Hinds Camp Staff Family. This summer we will have the opportunity to provide our Scouts with programs that will allow them to challenge themselves, experience new adventures and build skills and confidence to last a life time. We have the responsibility to instill values, be role models and give everyone who walks through the gates of Camp Hinds the greatest summer camp experience of their lives. While this is our vision, we know that it is you, the camp staff, that will help to make this program come alive.

This staff manual has been prepared to give you a better idea of what staff life will be like and how to make the most of your opportunities. It is the responsibility of each employee to read and understand this manual. If anything is unclear to you, please ask for an explanation.

One of the most rewarding parts of being on a camp staff is the friendships and the life lessons you as a staff member will be a part of this summer. Every camper and staff member that sets foot inside Camp Hinds makes an impact with what they do and how they carry themselves. You will have a chance this summer to make a difference not only in the life of a Scout, but in your personal lives as well. You will be challenged, but we know you will exceed our expectations. Make the most of this opportunity in every way possible, every day. Strive for **excellence**...

Yours in Scouting,

Jack, Dean, Wayne and Austin



#### HAIL SCOUT CAMP WILLIAM HINDS

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

#### **OUR SUMMER CAMP**

Our summer camp we love the best
Where pine trees gently sway
Where brotherhood survives the test
from dawn to the end of the day
Our waterfronts, our woods and fields
are where the spirits play
As active boys learn new ideals
as they go Scoutings way
Camp William Hinds, Camp William Hinds
With pines so straight and tall
and campfires in the starry night
we love you best of all.

# Staff Beaver Day - Saturday, June 9 th

This is an optional day, but all staff are encouraged to attend. Last October's wind storm damaged all our camps, and we need your help to get ready for the summer. Time is from 9:00am for as long as you can stay.

# Adult Staff Arrival-Friday, June 15th

Check-in will be at the new Dining Hall between  $1:00\,\mathrm{pm}$  and  $5:00\,\mathrm{pm}$  on Friday, June  $15^\mathrm{th}$ . A light meal will be served at  $6:00\,\mathrm{pm}$ .

# Staff (Adults & Youth) Training Day - Sunday, June 17th

This training day will include several of the required training sessions, distribution of important information that you need to know before camp, and cabin assignments for the summer. All staff are to report to the new dining hall by 9:00am. Youth staff will be dismissed at 5:00pm to return home. Adult staff will do some cabin clean-up on Saturday.

# Youth Staff Arrival - Friday, June 22<sup>nd</sup>

Check-in will be at the new Dining Hall between 1:00pm and 5:00pm on Friday, June  $22^{nd}$ . A light meal will be served at 6:00pm. Youth who are still in school may leave Sunday at 5:00pm and return when school is over. Please let the camp director know about you plans.

# **Summer Programs**

#### RYLA - Rotary Youth Leadership Award

- Staff 4:00pm Friday June 22<sup>nd</sup> through 12:30 pm Thursday June 28<sup>th</sup>
- Participants 8:30 am Sunday, June 24<sup>th</sup> through 6:30pm Wednesday, June 27<sup>th</sup>

#### **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





# A REFLECTION CAMP DILLIAM HIDDS



I've only been on staff for two years and they were the best times of my life. I found it so mysterious how this place attracted me so much. A Scout asked me during week 4 "What makes Hinds so special?" I didn't know what to respond with. That question haunted me into the night. As I lay awake I finally realized why it was so special. The dining hall - its walls are covered with plaques of all shapes and sizes. Traditions are such as beautiful thing, but I am seeing so much more. I see time. I see the time taken to draw, paint, and design those plaques. The floors tell me the story of all the feet that walked across. The scratches and dings on the table surfaces tell me the story of warm meals, countless waiters, and countless hands. The walls sing the songs of the past, the echoes of laughter, cheers, conversations and chants. The smells of foods from many years waft in and out.

But it doesn't stop at the dining hall. It's everywhere, every building, every area and every piece of land. It's the people who walked the grounds before us. It's the ones who ate those meals. It's the ones who took those merit badges. It's hard to put all this in words, but the truth is, we have such an amazing history, traditions and all.

Staff has introduced me to a beautiful position, and I truly feel like these people are family. To think we will be leaving is really painful for me. I truly don't want to go. So if anyone ever asks you why Hinds is so important, make sure you tell them not to just look, but to see. It truly is the most beautiful place on the face of the earth.

August 2015 – An anonymous staffer





# What Is Our Purpose?

Summer Camp is Scouting's outdoor education center. Outdoor adventure is the promise made to boys when they join Scouting. Boys yearn for outdoor programs that stir their imagination and interest. In the outdoors, boys have opportunities to acquire skills that make them more self-reliant. They can explore canoe and hiking trails and complete challenges they first thought were beyond their ability.

Summer Camp is also the laboratory of Scouting where the council leaders, the unit leaders, and the Scouts work together to learn the best that Scouting can offer in developing better units, qualified leadership and skillful, self-reliant boys and young men. Here a boy learns how to live in a democracy by working in the patrol and troop.

There is a common thread of purpose and method that runs through every part of the camping program of Scouting. Our aim is to clearly define that thread in each part of the program so that the purpose of Scouting will be made clear and the common methods that are followed will unify the camp staff as a team dedicated to the highest ideals in service.

What camping is and what camping does are described here to remind us of our goals:

- Organized camping is a creative, educational experience in cooperative group living in the outdoors. It uses the resources of the natural surroundings to contribute significantly to physical, mental, spiritual, and social growth.
- Camping contributes to good health through supervised activity, sufficient rest, good fun, and wholesome companionship.
- Camping aids in spiritual growth by helping campers recognize and appreciate the handiwork of God in nature.
- Camping contributes to the social development by providing experiences in which campers learn to deal practically and effectively with living situations.
- Camping is an experience in citizenship training, providing through its community of campers the medium for democratic participation in decision making, planning, and carrying out activities at their own level.
- Camping contributes to the development of self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills, and attitudes essential to their well being.



# What We Believe



# CAMP WILLIAM HINDS

#### **MISSION STATEMENT**

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

#### SCOUT LAW

A Scout IS:

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

#### SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a good turn daily

#### SCOUT OATH

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

#### AIMS

#### **Character Development**

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

#### **Participating Citizenship**

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

#### **Personal Fitness**

Growing physically, mentally, socially, emotionally and spiritually.

#### **BOY SCOUT METHODS**

Each is an equal part of the learning.

#### Ideals

Living w/ unshakeable, timeless values!

#### Patrol & Troop Method

Learning how to function as a team

#### Outdoors

Learning difference of needs & wants

#### Advancement

Recognition for 'deeds done right'

#### **Adult Association**

Learning from same & different styles

#### **Personal Growth**

Being challenged at every age level

#### Leadership

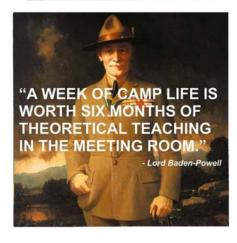
Being responsible 24/7, 365 days a year

#### Uniform

Walking the walk; not just the talk

#### **OUTDOOR CODE**

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



#### VENTURING METHODS

Each is an equal part of the learning.

#### Leadership

Serving for the sake of reaching a goal

#### **Group Activities**

Learning by doing & coaching others

#### **Adult Association**

Shadowing and learning to mentor

#### Recognition

Awards for competence and proven skill

#### Ideals

Living according to sound principles

#### **High Adventure & Sports**

Experiences and team-building through activities of significance and challenge

#### **Teaching Others**

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

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



# **Goal of the Camp Staff**

Always remember that the goal of Camp Staff is to give every Scout the greatest Scout Camp experience of their lives. We will do this by having fun-filled, challenging and rewarding experiences. This will require the full talents and dedication of every staff member beyond the written requirements of their job. Remember, the staff is not just a team, we are family. We need to work together to achieve our goal.

You were selected for staff because you demonstrate certain basic qualities and live by the highest Scouting standards. You show evidence of acceptance of the Scout Oath and Law as guiding principles in your daily life. You practice good sportsmanship, play the game, and be consistently resourceful at times of special need. You also set the example and serve as a role-model for those around you.

# The Scout Oath & Law As It Pertains To Camp Staff

The principles set forth in the Scout Oath and Law are the principles that guide every endeavor and action in camp. We become the prime motivators in exemplifying this way of life to each Scout in camp. Remember, the Scouts look up to you; you become their role models.

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



SCOUT LAW --

#### A SCOUT IS:

- TRUSTWORTHY
- LOYAL
- HELPFUL
- FRIENDLY
- COURTEOUS
- KIND
- OBEDIENT
- CHEERFUL
- THRIFTY
- BRAVE
- CLEAN
- REVERENT

**A SCOUT IS TRUSTWORTHY**: Through your life as a staff member you will find that trust and success go hand in hand. The camp has specific requirements outlined for its personnel. Your Camp Director will entrust to you duties and responsibilities related to your assignment. Your very attitude in taking on an assignment is directly reflected on the Scouts with whom you deal.

During your period of employment, the staff members' full time is at the disposal of the camp. Each day will present certain opportunities for personal recreation and program participation. These opportunities are planned so as not to interfere with the campers' use of the facilities.

Each staff member receives a time-off period each week. Your supervisor and/or Camp Director will determine the period you will have off. Staff are obligated to be in uniform when on duty unless excused by the Camp Director. Appearance when in camp and off-duty is also important. Wear appropriate, non-controversial clothing. Remember, unit leaders and Scouts do not know when you are on duty, or off.

**A SCOUT IS LOYAL:** Loyalty to the camp and to your associates is essential to requisites for each staff member. You should constantly be observant and concerned about matters affecting the total harmony of the camp and bring such matters to the attention of the Camp Director.

**A SCOUT IS HELPFUL**: It begins with an attitude of helpfulness to the newly arrived Scout, his family and leaders. Apart from the service rendered, that first impression of helpfulness means so much. Your effort will be greatly appreciated.

**A SCOUT IS FRIENDLY**: As you pass a Scout or leader on the trail, even if you've never met, say "Hi". A friendly word costs nothing, yet gives so much good will. Be a friend to all, not just a clique of buddies. Be a brother to every Scout in the fullest sense.

**A SCOUT IS COURTEOUS:** You represent the Pine Tree Council and the Boy Scouts of America as you deal with boys, leaders, parents, or the public. In your visits to nearby towns, you represent Camp Hinds. All this implies a certain code of personal conduct that will reflect credit upon you, the camp, the council, and the BSA. Courtesy may be interpreted as respect for the time of others. Be on time always. Above all, it means a reputation for reliability and promptness.

**A SCOUT IS KIND**: Kindness is often interpreted in its relationship to animal life. Show boys how to be thoughtful to the animals in your camp. Kindness and consideration for others, however, is of even greater importance.

**A SCOUT IS OBEDIENT:** A staff member carries out his responsibilities to perfection and responds to direction of supervisors and the Camp Director. This does not call for unquestioning obedience, but it does call for personal trustworthiness and a loyalty to the camp and the Camp Director.

**A SCOUT IS CHEERFUL:** A happy camp, a spirited camp, is a successful camp. Happiness is contagious, particularly in a Scout Camp. No one is in a better position to promote and simulate this attitude than you are. Each staff member, regardless of position, should take it upon himself to motivate and give an outlook of cheerfulness and happiness in the minds of all.

**A SCOUT IS THRIFTY:** Each staff member should consider his responsibilities in protecting and conserving the equipment, physical property, and resources of the camp. You are in a position to save thousands of dollars that might have to be used to replace or repair damaged property.

**A SCOUT IS BRAVE:** This summer you represent the largest organization for boys in the world and you are an employee of one of the finest of Scout Camps. You represent Scouting in all aspects. You believe in the Scout Oath and Law, otherwise you wouldn't, or shouldn't, be here.

**A SCOUT IS CLEAN:** Your personal living quarters are to be an example of cleanliness and orderliness. It is obvious that if your quarters are disorderly or dirty, campers can hardly be expected to do better.

**A SCOUT IS REVERENT:** Being faithful in his/her religious duties becomes of great importance to us as camp staff members because of the force our example has in molding the attitudes of those who look to us as the inspiration for right attitudes and high ideals.



# **BSA Registration**

To ensure that all staff members are registered members of the Boy Scouts of America and have complete background checks, you will need to register as a member of Venture Crew 146 at no cost. It is our hope that Venture Crew will become an active crew and have activities and advancement opportunities throughout the year.

# Salaries & Pay Checks

Salaries will be paid on the 15th and last day of the month. Your pay will be broken into 5 pay periods beginning June 30. All staff will need to fill out a "Direct Deposit" certificate. Salaries have been set based on the position, past experience, age, skill and knowledge. As part of your salary, board, lodging and insurance will be provided for each member of the staff. Discussion of salaries among the staff can lead to misunderstandings; you are discouraged from doing so. Please direct your specific questions to the Camp Director.

# **Required Paperwork**

In order to receive a paycheck, all staff members must:

- Have a signed contract on file in the office
- Provide proof of BSA Registration
- Have a Social Security number
- Return a completed W-4 form
- Return a completed I-9 form and show supporting documents
- Work permit required for 15 year olds
- Health form with Doctor's Physical on file in health lodge
- Night out form (for those under 18) signed by parent/guardian

# BOY SCOUTS OF AMERICA BOY SCOUTS OF AMERICA ADULT APPLICATION For one of the flag place For one of

# **Alcohol & Drugs**

No drugs or alcohol in any form are allowed on BSA property. If you are found to be the possession of any drugs or alcohol you will be subject to dismissal from your duties. The Maine State Police will be notified if any drugs are found. Drug paraphernalia is not allowed in camp.

# **Smoking and Vaping**

**Smoking** refers to the use of traditional tobacco products. **Vaping** refers to the use of electronic nicotine delivery systems or electronic smoking devices including Juul pods. Smoking and vaping are not allowed in camp by anyone under the age of 18. Persons under the age of 18 who have in their possession cigarettes or vaping devices will be disciplined and possibly dismissed from their job. Adults may smoke or vape only in the areas designated by the Camp Director. Smoking and vaping are not allowed in any camp buildings, this includes your cabin. Smokers, please be courteous of others and keep the smoking area clean.

# **Social Networking Sites**

We are aware that many of you have online profiles on social networking websites such as Twitter, Facebook, Snapchat, and Tumblr. In fact, there are Facebook groups dedicated to Camp Hinds, Camp Hinds Staff Members as well as generic Boy Scout of America and Order of the Arrow Groups. We recognize that these social networking websites are used to keep in contact with friends, share photos and experiences and even promote yourself to potential employers. While we do not discourage you from using social networking sites, we do want you to be aware of what you place on your virtual profiles. What would someone who does not know you say about you after quickly glancing at your profile? What message is your profile sending to your employer/Scout leaders? What would the Scouts, who look up to you, see/say/duplicate as a result of viewing your profile? Are you upholding the ideals, aims and methods of the Boy Scouts, Pine Tree Council and Camp Hinds? Be aware of who can see your profile or who you invite to be friends with you. A staff member may be called in to discuss his online presence with the Camp Director and disciplinary action may be taken if it is of a heath and safety, youth protection, or illegal nature.



# **Medical Information**

The camp medical staff is overseen by Dr. Donald Burgess - Chief of Pediatrics at Southern Maine Medical Center. 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.

# Illnesses & Injuries

All medical illnesses or injuries must be reported to the health officers in camp. If you are feeling ill, you must report to the health lodge and inform your Area Director. The health officer will determine if you need a replacement for your job. Unless the health officer dismisses you from your duties, you are required to be at your program area. In the event of a serious illness requiring an extended period of bed rest, it may be suggested that you return home until better. All treatment by the health officer will be recorded in the camp medical logbook. A Workman Compensation form is filled out by the health officer upon in the event of any serious injuries. All staff members are covered by PTC accident insurance policy while at camp. You are strongly encouraged to have your own health and accident insurance.

# **Medical Forms**

All Staff and family members living in camp must have a completed BSA medical form on file with the camp health office while in camp. A health form has been developed by the BSA and ALL STAFF are REQUIRED TO USE THE LATEST VERSION OF THE FORM. You 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. 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.

# **Medical Recheck & Medications**

Upon arrival in camp, all Staff will go through a medical recheck at the Health Lodge. Pine Tree Council and Camp Hinds must comply with all of the State of Maine laws and BSA policies concerning medications in camp. All medications brought to camp by staff MUST be given to the Health Officer upon arrival in camp. This includes prescription and non-prescription items. The health officer is available at scheduled times to administer medications as needed. An exception may be made for a limited amount of medications to be carried by an individual 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 an adequate supply of over the counter medications such as pain relievers and antihistamines, along with first aid supplies, so there is no need to bring these items to camp.



# **Uniforms & Attire**

All staff members must be in complete uniform at all times while in camp, unless your job requires a different uniform as defined by the Camp Administration. Remember we set the example for all the Scouts and Leaders that join us at camp.

You are required to wear the Class "A" uniform during Sunday check-ins, Sunday & Friday night campfires and every evening for retreat & dinner.

# Class "A"

The Camp Hinds Class "A" Uniform consists of the following:

- An official short sleeve Class A shirt, tucked in, and with appropriate insignia, properly placed.
- Silver Shoulder Loops.
- Any Official Scout Shorts with an official Scout Belt and Scout Belt Buckle.
- Boy Scout Uniform Socks
- The 2018 Camp Hinds Hat
- The 2018 Camp Hinds Neckerchief & slide
- OA members should wear their sash and purple shoulder loops on OA day only.
- Appropriate footwear must be worn at all times, except at the waterfront.
- No other clothing, bandanas, jewelry, earrings, etc., shall be worn without permission of the Camp Director.



# Class "B"

The Camp Hinds Class "B" uniform can be worn at the times during the day when your Class "A" is not required.

For the Class B uniform, you may wear:

- A Staff T-Shirt, Staff Polo or other Scouting T-shirt or Scouting polo shirt in place of the Class "A" Uniform Shirt tucked in.
- Any Official Scout Shorts with an official Scout Belt and Scout Belt Buckle.
- Any Official Scout Socks.
- Your Official Camp Hinds Hat, should you wish to wear a hat in Class "B."

In the case of extreme heat the Camp Director, together with the Health Officer, may declare a Class A-minus day, where you can remove your neckerchief from the Class A uniform. In the event of extremely cold weather the Administration may declare a Class C uniform to be appropriate. With the Class C uniform you may replace your Scout Shorts with long Scout pants.

At times, due to cold or wet weather, a sweater, sweatshirt, raincoat, etc. may be needed. Scouting clothing is preferred but all outerwear must be clean, neat and not offensive.

**No mix and match**: You may wear a uniform from any program in which you are registered: Cub Scout, Boy Scout, Sea Scout, or Venturing. However, you may not mix uniform parts. If you wear a Venturing uniform for example, it must be a complete Venturing uniform.



# **Waterfront Clothing**

While working at the waterfront or while swimming or boating, a "conservative" bathing suit is required. For the males this means no cut-offs or jams but swim suits no shorter than mid-thigh, and for the females a one piece bathing suit or tankini covering the belly. If a T-shirt is desired while working at the waterfront, it must be a Scouting T-shirt. Mile Swim staff may attend lunch in swimsuits. All other waterfront staff must attend lunch in a Class B uniform. Long pants shall only be allowed on cool days with the approval of the Camp Administration and Waterfront Director.

# **Kitchen Uniform**

The kitchen crew will wear clean and neat work clothing and hats while working in the kitchen. Long pants are required for safety reasons. T-shirts are to be Scouting T-shirts. Jeans may be worn but they must be clean, appropriate fitting, and no holes. When not working in the kitchen, the kitchen staff is required to follow the camp uniform policy.

# **COPE/Climbing Uniform**

Staff working in the COPE area shall wear a "Class B" T-Shirt with Long pants, boots, and proper safety equipment. COPE staff shall be in full "Class B" uniform for lunch and non-COPE operations in camp.

# **Civilian clothing**

Civilian clothing can be worn in the privacy of your own cabin or while entering or leaving camp. If you are waiting for a ride, then you should not be hanging around camp while out of uniform. If you remain in camp during your day off, then you are required to follow the uniform policy. Remember, if you are in camp, you are in uniform.

## **Costumes**

Some activities are theme orientated. During those activities you are encouraged to wear appropriate costumes.

# **Webelos Resident Camp**

The theme for all Cub programs in 2018 is "Passport to Adventure in Space". During Webelos Resident camp you are encouraged to wear costumes at the following times:

- Opening Campfire
- Themed Meals (when designated)
- Webelos Midway

# **Boy Scout Resident Camp**

The Boy Scout theme for 2018 is "Scifi". You are encouraged to wear a costume during the Tuesday themed dinner and the Friday campwide event. The program director may declare a specific theme of the week at Boy Scout Camp.



# Staff Uniform benefits

You will receive one staff shirt, staff neckerchief & slide, and staff hat at the beginning of camp. Additional polo shirts and staff T-shirts will be available at cost to you. If you misplace or lose your staff hat or neckerchief & slide you will be required to replace it by purchasing one at the trading post. You are required to wear these items with your Class "A" uniform during Sunday check-ins, Sunday & Friday night campfires and every evening for retreat & dinner. Please do not purchase or give staff items to non-staff. These items are a privilege for our staff members.

Additionally staff will receive a discount at the Pine Tree Scout Shop on uniform parts.

# **Suggested Uniform Needs**

- 3-4 pairs of Scout shorts
- 1 short sleeve Class "A" Scout Shirt
- 5-6 Scouting T-shirts (Class "B" Shirts)
- 6-8 pairs of official Scout socks
- Staff hat
- Staff Neckerchief & slide
- Scout Belt with Scout belt buckle
- 1pair of long Scout pants (optional)

Anyone unable to meet the uniform policy because of financial need, please see the Camp Director for possible assistance.

# Jewelry/Accessories/Makeup Policy

- All accessories worn with the staff uniform should be respectful of the BSA.
- If any jewelry interferes with the safety of your job, it must be removed.
- Any necklaces worn while on duty should not be offensive and if possible worn under your shirt.
- Other jewelry (rings, bracelets, etc.) will be allowed if they are not offensive, excessive, or dangerous to your duties.
- No other non-approved clothing accessories will be allowed.
- Any makeup should not be excessive or offensive.
- Hair color must be of a "natural" shade
- The Camp Administration will have final say on any jewelry, makeup or accessories in camp.





# **Work Schedule**

While typically program hours are between 7:00am-8:30pm, your work schedule will be determined by the Camp Director and is subject to change as conditions warrant. These changes are up to the discretion of the Camp Director.

# **Work Hours - Time Off**

The camp work week runs from Sunday at 11:29 AM to Friday night after the closing campfire and staff meeting (approx. 9:30 PM). Those staff members needing transportation home should make arrangements for their ride to **pick them up in the parking lot** following the staff meeting.

All staff members are expected to leave camp during their time off, unless previous arrangements have been made with the Camp Director. If you have permission to remain in camp during your day off, you are expected to follow all camp rules (being in uniform, permission for nights out, etc.)

# **Work Hours - Sleep**

Getting enough sleep can make a difference between having a great or poor summer at camp. Quiet time in campsites is from 9:30 PM - 7:00 AM. Staff should be courteous of this quiet time and conduct themselves accordingly.

A siesta is scheduled for rest time everyday directly following lunch. This is time for staff to catch up on their rest if needed or use this for some relaxation or socializing with other staff members. The swimming area will be open for staff during the siesta time.

# **Work Hours - Staff Curfew & Quiet Hours**

Staff members under the age of eighteen must be in their own cabin by 10:00 PM. Exceptions for special occasions must be made prior to curfew time with the Camp Director. The curfew time for staff members that are 18-20, to be in their own quarters, is midnight.

In the event that staff members are becoming tired or run down the Camp Administration has the final authority in the staff curfew and quiet time. Curfew and quiet times can and will be earlier if the need arises.

# **Work Hours - Nights Out**

Camp Hinds' nights-out policy states that all staff members must be signed back into camp by 11:59 p.m. Occasionally, the camp may sponsor a special night out for staff groups (Funtown, Old Orchard, etc.) under the supervision of the camp administration. These nights may occasionally go past midnight. No youth staff members will be allowed on a night out without having a night out form signed by a parent/guardian on file in the camp office.

Staff members are encouraged to have one night out of camp each week. C.I.T.'s and other 15 year olds must be accompanied by an adult over the age of 21. Only licensed drivers over the age of 18 are allowed to transport staff members. Staff members are not allowed to drive any vehicle other than their own.

All nights out must be requested in writing on the camp night out form.

Staff members wanting a night out must get approval from:

- 1) their immediate supervisor,
- 2) the Camp Commissioner,
- 3) the Program Director and
- 4) the Camp Director.



Normally nights out will start after 8:40 PM. You are expected to be in uniform, at your job until 8:30 PM.

# **Work Hours - Early Nights Out**

Each area/department will be allowed two early nights out during the summer. These are encouraged to promote team-building and fun for the staff within each area. Area Directors are encouraged to plan an early night out, with their staff, at the beginning of the camp season and again towards the end of camp. Early nights out need to be approved 4 days in advance. Early nights out will start after evening retreat.

Staff members are expected to be in uniform and participate in retreat before starting their early night out.

## **Substitutes**

On occasion of early nights out, sickness, family obligations, etc. it may be necessary to find coverage for your camp duties. When this need arises, you are expected to find a substitute who is age and ability appropriate to cover your job responsibility. Staff members are encouraged to assist each other in this task and to work together for the benefit of camp and its' staff.

# Leaving Camp (Sign In/Sign Out)

Any time a staff member leaves camp, it is their responsibility to sign in and out of camp, naming their destination, at the camp office. This includes when you leave camp for days off, nights out, camp errands, etc. You are not allowed to leave camp without the permission of the camp administration. Leaving camp, without permission, could result in your dismissal from staff. No one is allowed to be beyond the camp boundaries, or on the green trail or past MacMillan cabin after program hours without permission of the camp office.



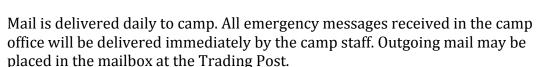
# Staff Lounge

A Staff Lounge is provided for staff use after program hours. Generally speaking it is available for use during siesta and after 8:30 PM. A TV and VCR/DVD are available for staff use. Movies to be shown must be approved by the Camp Administration. Personal items left in the Staff Lounge are done so at the owner's risk of them being lost or damaged.

# **Mail & Emergency Phone Numbers**

The camp phone is for camp business and emergencies only. There is a pay phone in camp for non-emergency use. The Emergency Phone Number is (207) 655-6766. Mailing Address:

Staff's Name Camp Hinds 146 Plains Road Raymond, ME 04071





# **Staff Quarters**

Generally speaking, most of our staff stay in cabins. Certain jobs, or due to the lack of enough cabins, may dictate that you live in a tent. Each staff cabin will be designated by the Camp Director to be in one of the following 7 categories.

Male	Male	Male	
Under 18	18-20	21+	
Female	Female	Female	Family
Under 18	18-20	21+	

Assignments to living quarters will be made at the beginning of the camp season. Generally these assignments will be for the whole summer. If a change in cabin assignments is needed, it must be made with the permission of the Camp Director.

You are expected to sleep in your own quarters. Do not change quarters or spend the night in another cabin without the permission of the Camp Administration.

Staff cabins and staff areas are off limits to campers, leaders, and other staff members not in your gender and age group. Please do not invite campers, leaders or staff family members to your cabins. Be respectful of your roommates. Do not touch their belongings without permission.

You will be responsible for maintaining clean and neat quarters as well as the area around your quarters. Your cabins will be inspected on a regular basis by the Camp's Commissioner Staff or Administration. For your own protection, you should keep your quarters locked when not occupied. A copy of any key or combination code for locks put on your cabin door must be kept on file in the camp office. You may wish to have a locked footlocker for your valuables.



# **Security Deposit**

A security deposit of \$50.00 will be withheld from your first pay check. This security deposit will be used by the camp if your cabin needs cleaning or repair when you move out. Otherwise, the security will be returned to you.

# **Staff Quarters Rules**

- Be respectful of your roommates, their belongings and wishes.
- No smoking allowed in any camp buildings.
- No alcohol or illegal drugs allowed.
- No TV's, refrigerators, or other electrical appliances allowed in under 18 year old cabins.
- Over 18 year old cabins must ask permission of the Camp Director prior to bringing any electrical appliances to camp.
- No open flames, candles or liquid fuel lanterns allowed in staff quarters.
- No alteration of cabin interiors without Administration Permission (wall graffiti, painting, minor reconstruction, addition/removal of shelving, etc.)
- You must have a **working** smoke detector and fire extinguisher at all times.
- Keep the cabin neat and clean inside and out.
- Clothing needing drying may be hung on a close line at least 6ft off the ground and behind the cabin. Do not hang clothing on railings or shudders, etc.
- It is recommended that you keep your cabin locked. Each resident as well as the camp office **must** have his/her own copy of the key or combination.
- Cabins are subject to inspection by Camp Administration.

# **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, bug spray, jack knives and much more. Only the trading post staff are allowed behind the counter in the trading post. The Trading post is not a place for loitering. Remember, there is no credit at the trading post. All items must be paid for at the time of purchase.

# Kitchen

Due to health & safety regulations the kitchen is off limits to all non-kitchen staff except camp administration and health officers. The bathroom in the kitchen is only for use by kitchen personnel.

# **Visitors**

Unless arrangements have been made in advance with the camp administration, staff members should not have visitors in camp during program hours. All visitors must sign-in and sign-out at the office when they enter and leave camp. The staff lounge is the appropriate place to entertain visitors. Your cabin is also home to your cabin mates and their personal space, and this fact should be respected.



# **Laundry Facilities**

Camp has washers and dryers available in the staff lounge and staff shower house. The kitchen has first claim to these machines. They are available to staff members when not in use. If locked, a key to the laundry room can be signed out in the office. You need to provide your own soap.

# **Staff Family Members**

As a benefit to our adult staff members, we provide the opportunity for their dependents to join them in camp. Their attendance in camp must not interfere with the Scouts programs.

# **Staff & Family Guidelines:**

- Staff functions are for staff only. This includes staff meetings, staff parties, retreat, etc. Your children may be invited to join us at some events, but remember we sometimes discuss items that are for staff only
- Staff children are exempt from the uniform policy, unless they are a Scout. If they are a Scout, they should be respectful and wear their Class A uniform for dinner, retreat and campfires.
- All other clothing should not be offensive (beer advertising, etc.) Staff children should not be wearing the current year staff clothing articles. These articles identify who is on staff.
- Staff children will join in with the meals in the dining hall and will be assigned seating by the dining hall steward. Any parents with seating concerns should see the Camp Director. If the child is old enough, they should take turns with the waiter system. No staff children are allowed in the kitchen.
- Any child old enough and a registered Scout may participate in the MB program. Sign up for MB's with the Administrative Assistant. They will only be allowed in if space allows.
- All safety rules and age restrictions must be followed with staff children in the program.
- Any exemptions must be approved by the Camp Director.
- Staff children may use the staff lounge during the program hours. After 8:30 PM the staff lounge should be for staff use only.
- All staff children should follow the camp curfew that is age appropriate for them.
- Campers must be in their campsites by 9 PM. Children should abide by this same curfew unless permission is granted for a special event.
- Staff children going on a night out of camp, without their parent/guardian, will need to follow the camp's night out policy.
- Staff children WILL NOT receive free staff uniform items this is for the summer staff only.

# **Vehicles in Camp**

 Camp parking lot for staff vehicles is main parking lot, parking as close to the north side of the parking lot as possible (remember, customer service)



- Any staff member under the age of 18 must have permission from the Camp Director to have a vehicle in camp. Under 18 year olds may be asked to keep their car keys in the camp office.
- Only **licensed** drivers are allowed to drive on camp property.
- Only **licensed** drivers over 18 may transport any passengers, unless they are family members. This includes travel to and from camp on days off.
- Only vehicles and trucks needed for camp operation, as designated by the Camp Director, will be allowed to driven in camp.
- All PTC owned vehicles must be operated by drivers over 21, who are approved by the Camp Director or Camp Ranger.
- Passengers are not to be transported in the back of pickups, campers or trailers.
- Camp posted speed limit is 10 MPH.
- Seat belts must be used by all drivers and passengers.
- All State of Maine driving regulations must be followed.
- Except when checking into camp during staff week, vehicles will not be allowed in camp and must be kept in the parking lot. Drop off & pick up is at the main parking lot.
- When returning from your day-off, if you have more gear than you can easily carry, you may drive down to the former MacMillan parking lot to unload as long as your car is back in the main parking lot before 11:15am
- Those expecting rides should plan on meeting their ride at the parking lot.



# What To Bring to Camp

#### For The Entire Summer:

- Photocopy of Medical Form
- Scout Uniform (As Described Above)
- Underwear
- Extra shoes
- Rain gear
- Flashlight w/ extra batteries
- Pillow w/ pillowcase
- Sheets & blankets
- Swimsuit & towels
- Jacket or sweater
- Pajamas
- Toilet articles:
  - o Soap, wash clothes, towels,
  - o Toothbrush & paste, Deodorant,
  - o Razors, hair brush & comb, etc.
- Scout handbook & field book
- Reference books for MB classes
- Paper & pencils, notebook
- Watch

# For Staff Week:

- Enough work clothes for a week
- Work clothing should not be offensive no obscene wording, graphics, drug or alcohol messages.
- At least one pair of grubbies (for painting/dirty work)
- Class A & B uniforms, insect repellent, sunscreen, staff handbook, paper & pencil,
- notebook, ideas for the summer camp season
- Optional tools for staff week (hammer, staple gun, screw driver, etc.)

# **Leave At Home:**

- Long Sleeve Scout shirts
- Sheath knifes
- Ammunition
- Fireworks
- Guns

- Appliances
- Pornographic material

Archery equipment

Pets

# **Electronic Devices at Camp**

Electronic Devices are not to be present during program hours. Staff members are allowed to have certain items in their cabins or in the staff lounge, but these items have no place in program areas, the dining hall, or open areas in camp. Unacceptable devices include cell phones, beepers, electronic games, "novelty" items, portable computers, video cameras, etc. Any exceptions will be granted by the camp administration only.

- Laundry bag, laundry soap
- Combo lock for cabin
- AN ALARM CLOCK THAT WORKS
- Sleeping Bag
- Mess Kit
- Song/Skit Ideas/Idea Book

# **Optional Gear:**

- Camera
- Money for trading-post
- Musical instrument
- Fishing gear
- Suntan lotion
- Sun glasses
- Insect repellent
- Sports equipment
- Small electric fan for cabin
- Costumes for campfires
- Stationary & stamps



## **Code of Conduct**

#### Statement of Understanding:

All staff members, both youth and adult, are selected based on their qualifications in character, camping skills, physical and personal fitness, and leadership qualities. By signing the letter of agreement, all adult staff members as well as youth staff members and their parents or guardians agree to the conditions of the Statement of Understanding and Code of Conduct as a condition of participation, with the further understanding that serious misconduct or infraction of rules and regulations may result in termination and expulsion from camp. Each staff member is responsible for his or her own behavior.

#### All staff members are expected to abide by the Code of Conduct as follows:

- 1. I will be guided by the Scout Oath and Scout Law and will obey all U.S. federal laws, as well as local and state laws.
- 2. I will set a good example by keeping myself neatly dressed and presentable.
- 3. I will attend all scheduled programs and participate as required in cooperation with other staff members and leaders.
- 4. I agree to follow the camp check-in and check-out procedures and to observe camp quiet hours.
- 5. I will be responsible for keeping my quarters and personal gear labeled, clean, and neat. I will adhere to all camp recycling policies and regulations. I will do my share to prevent littering of the campgrounds and agree to follow the principles of Leave No Trace.
- 6. I understand that the possession or consumption of alcoholic beverages or illegal drugs or misuse of prescribed drugs is prohibited at camp. I understand that the purchase, possession, or consumption of alcoholic beverages off council property must comply with state and federal law and must not affect my job performance.
- 7. Serious and/or repetitive behavior violations including use of tobacco, cheating, stealing, dishonesty, swearing, fighting, and cursing may result in termination or disciplinary action.
- 8. I understand that gambling of any form is prohibited.
- 9. I understand that possession of lasers of any type and possession or detonation of fireworks are prohibited.
- 10. Neither the camp nor the Pine Tree Council will be responsible for loss, breakage, or theft of my personal items. I will label all my personal items and check items of value at the direction of staff leaders. Theft on my part will be grounds for termination and expulsion from camp.
- 11. I will use camp equipment in a safe manner and for its intended purpose and will return the equipment in good condition.
- 12. I understand that staff members are prohibited from having firearms and weapons in their possession or on camp property, in accordance with U.S., local, and state laws.
- 13. I understand the importance of following BSA's Youth Protection and safety policies and will follow those guidelines and report all violations that come to my attention.
- 14. Hazing has no place in Scout camp, nor does running the gauntlet, belt lines, or similar physical punishment. As a staff member I agree to prevent and stop all hazing activities.
- 15. I will respect diversity—whether the differences be in physical characteristics or in perspectives.
- 16. I have the responsibility not to engage in behavior that constitutes discrimination or harassment in any way, including race, color, national origin, sex, religion, age, disability, or citizenship of an individual. This applies to everyone, including fellow staff members, campers, adult leaders, parents, and outside vendors.
- 17. I have the responsibility to report instances of discrimination or harassment (directed at me or at others) to the camp director or the Scout executive.
- 18. I will refrain from the use of cell phones and other electronic devices except in my cabin and the staff lounge while campers are present unless given specific permission by the camp administration.
- 19. I will comply with this Code of Conduct. Any violation may result in expulsion from the camp at my own expense. I understand that all such decisions will be final.

# **Camp Hinds Behavior Management Policy**

The camp administration views behavior modification as an on-going process and will take as much opportunity as possible to counsel and coach an errant staff member back within the guidelines of proper staff behavior, so long as the unwanted behavior is not of a health and safety, youth protection, or illegal nature. All decisions regarding behavior management and dismissal are subject to the judgment of the camp administration and are based upon the situation and behavior in question.

There is no "strike" system for behavior modification at Camp Hinds – opportunities for correction are given, as stated above, based upon the situation at hand. Most unwanted behaviors will be corrected by a verbal warning followed by suggested corrective measures being issued to the errant staff member. Severe or repeated behaviors of an unwanted nature will result in a meeting with the administration and parents (if staffer is under 18), and a discussion for an agreed upon solution to the behavior, with set parameters for success. Extreme behaviors or actions could result in dismissal from camp for the summer.

Some situations will result in a phone call to the parents, if the staff member is under 18 years of age.



# STAFF PERKS



# CAMP WILLIAM HIDDS

# **Staff Perks**

Staff members have several perks including free staff clothing items (t-shirts, hats, neckerchiefs), discounted Scout Uniform parts at the Pine Tree Scout Shop, and use of staff lounge. In addition in 2018 we will schedule weekly staff parties and siesta activities for staff. These parties and activities are only open to 2018 staff and specifically invited guests.

## **Staff Parties**

We will have a weekly staff party starting at 8:45pm. All staff members are encouraged to take part. Please avoid asking for nights during these activities. Areas will be asked to sponsor these parties. Some themes to consider: Christmas Party, Halloween Party, Luau Party, BBQ, Mexican night, Clam bake, Beach Party, Sports night, Chinese Night, Decade Party, Obscure Holiday Party, etc.

Week	Day	Sponsor	Theme	
Staff 1	Tuesday	Wayne	Pizza, soda, & a movie	
Staff 2	Tuesday	Dean	Toga Party	
Week 1	Thursday	Scoutcraft	TBA	
		Polaris		
Week 2	Wednesday	Aquatics	TBA	
Week 3	Tuesday	Nature	TBA	
		Craftshop		
Week 4	Monday	STEAM	TBA	
		Trail to Eagle		
Week 5	Thursday	Trading Post	TBA	
		Administration		
		COPE & Climbing		
Webelos	Wednesday	Shooting Sports	TBA	
		Sports		

# **Staff Siesta Activities**

Throughout the summer each area will be offering some optional staff activities during siesta. The chart below is a tentative schedule. Some activities may need a day change because of weather conditions or unforeseen conflicts.

Week/Day	Monday	Tuesday	Wednesday	Thursday
Week 1		Rifle		Staff Swim
Week 2	Nature Hike		Archery	
Week 3		Boating		Tomahawk Throwing
Week 4	Shotgun		Swamp Romp	
Week 5		COPE/Climbing		Craft Projects
Webelos	Black Powder		Team Sport	



# 2018 Emergency Procedures for Staff

### **Emergency Sounds**

There are three emergency sounds:

#### 1 - Siren

**Wail** - It has a sharp pitch that rises and falls.

**Yelp -** The yelp's pitch changes rapidly. Yelping sound conveys a message of urgency.



#### 3 - (active shooter)

These are described in more detail below. Although there are two different siren sounds that staff need to know, campers and leaders do not need to know the difference. If they hear a siren, they go to the council ring for attendance.

#### LOST BATHER:



If the Aquatics staff deems that there is a lost or unaccounted for swimmer, the Aquatics Director or Assistant Aquatics Director for the area with the emergency will notify the Main Waterfront of the emergency and the tower bell will be rung continuously until the camp siren begins or for one minute.

- Upon hearing that signal, the Camp Office will sound a continuous "**YELP**" of the siren.
- A runner from the Main Waterfront will report immediately to the Camp Director at the Camp Office with the information needed and the buddy tag of the last bather.
- All Scouts and Leaders will report to the council ring for a Roster check with the Camp Administration.
- The Trading Post staff will report to the Main Waterfront to direct incoming staff members to the emergency. All Assistant Aquatics Directors must secure their waterfronts as soon a possible and report to the emergency.
- The Health Officer and Ranger will assist and report to the Buddy Boards. If the Health Officer has any patients in the Health Lodge, he/she must notify the Camp Director.
- The Shooting Sports, Rifle, Pistol, Shotgun, Archery Directors, and COPE/Climbing Directors will secure their areas. The Administrative Assistant, the Cook and the Assistant Cook will remain on post. These people will send their area staff to the waterfront when possible.
- All other staff will immediately report to the waterfront and await directions from the Aquatics Director.
- The Aquatics Director will immediately begin a search, positioning searches at arms length on shore and sweeping the entire area per Boy Scout guidelines.



#### FIRE:

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

- The Camp Director or his representative will immediately sound the "WAIL" on the siren.
- All Scouts and Troop Leaders will report IMMEDIATELY to the council ring for a roster check.
- Unless the fire is in their building, the Health Officer, the Administrative Assistant, the Cook and the Assistant Cook will remain at their post.
- A call to the Raymond Fire Department will be made (911) from the Camp Office. The caller will state:
  - "THIS IS CAMP HINDS BOY SCOUT CAMP ON PLAINS ROAD. WE HAVE A (TYPE) FIRE AT OUR CAMP. SOMEONE WILL MEET YOU AT THE CAMP ENTRANCE TO GUIDE YOU TO THE FIRE."
  - o The caller will answer the questions the 911 dispatcher asks and give them the necessary information.
  - o He/she will stay on the phone until the Fire Department hangs up.
- The Camp Ranger will be the Camp Fire Warden, and will guide the fire trucks to the fire spot. In his absence, the Camp Director will assign a replacement.
- All other staff will follow the "WAIL-signal procedure."
- EMERGENCY VEHICLES ONLY will be allowed on camp roads during a Fire Alert.

#### **WAIL-SIGNAL PROCEDURE:**

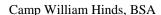
- The Rifle Range, Shotgun, Pistol and Archery Range Directors shall secure their Ranges. The COPE/ Climbing Director will secure the courses. When the range/course/area has been closed, they will report to the camp road, where they will instruct any in-coming non-emergency vehicles to park in the parking lot. They will make sure Cadigan gate is open to all in-coming emergency vehicles but not allow access to non-emergency vehicles.
- All staff will clear their program areas and buildings of all campers and leaders.
- The Kitchen Crew will check: Baden-Powell campsite. Then report to the Council Ring. The
  purpose of the check is to verify that all campers and leaders are on their way to the council
  ring. The check must include: trails and roads entering and leaving the site, the central area
  of the site, inside tents including under bunks, inside latrines and inside any other structures.
- The Rifle Range junior staff member shall check Cadigan Lodge and the Cadigan Latrine and then report to the Council Ring.
- The Polaris Director along with his assistants will follow a similar procedure with Dan Beard & Ridgway Campsites.
- The STEAM Director along with his staff will follow a similar procedure checking: Patrick and MacMillian and the camper shower house, then Report to the Council Ring.
- The Trail to Eagle Director along with his staff will follow a similar procedure checking:



- Wilderness and Pershing then report to the Council Ring.
- The Scoutcraft Director along with his assistants will follow a similar procedure with Byrd,
   West and Boone (if in use) Campsites as well as the Staff and Leader's shower house. They will then report to the Council Ring.
- The Craftshop Director along with his assistants will follow a similar procedure with Siple and Brownsea Campsites as well as the Tenny Side camper shower house, then Report to the Council Ring.
- The Nature Director and his assistants will follow a similar procedure checking: Bailey, Tenny, Brownsea, and Maguire campsites. Then report to the Council Ring.
- The Aquatics staff will clear the swimming and boating areas following normal procedures and then report to the Council Ring.
- Provisional staff will follow the procedure for units.
- Counselors-In-Training should follow the procedure for the area they are assigned.
- The Assistant Ranger should remain with the Ranger if he is with him, otherwise he should report to the Council Ring.
- All other staff members should report to the Council Ring.
- Health Officer, Administrative Assistant, Cook, and Assistant Cooks will remain at their posts.

#### LOST BOATERS:

- If the Aquatics staff deems that there are lost or unaccounted for boaters, a runner will be sent to the Camp Office with their buddy tags.
- The Camp Director or his representative will sound a
   "WAIL" signal on the siren. The runner will then be sent to the waterfront to advise the
   Aquatics staff of the situation.
- All Scouts and Troop leaders will report IMMEDIATELY to the Council Ring for a roster check.
- The Health Officer, Administrative Assistant, Cook, and Assistant Cooks will remain at their posts.
- The Aquatics staff will close their areas following normal procedures. Designated Aquatics staff will man the motorboat. The Aquatics Director and the remaining Aquatics staff will report to the Boating area.
- All other staff will follow the "WAIL-signal Procedures."
- The Camp Director will send other staff members to the boating area as needed. The
  Aquatics Director will begin a systematic search of the lake and river utilizing the
  motorboats and canoes as needed.
- The Health Officer will be advised, and will pull the lost Scout's Medical Record and note any necessary information.
- A description of the lost boaters will be obtained from the Unit Leaders, and the Camp Director will notify the local authorities if and when deemed necessary.



#### LOST CAMPER:

- If a unit leader deems a Scout to be lost or unaccounted for, he will report the situation to the Camp Director. He will at the same time be prepared to present a description of the lost scout.
- The Camp Director or his representative will sound a **WAIL** signal on the siren.
- All Scouts and Troop leaders will report IMMEDIATELY to the Council Ring for a roster check.
- The Health Officer, Administrative Assistant, Cook, and Assistant Cooks will remain at their posts.
- All other staff will follow the "WAIL-signal procedure."
- The Health Officer will be advised, and will pull the lost Scout's Medical Form and note any necessary information.
- If needed, the Camp Director, including a search by vehicle of the surrounding roadways, will institute a systematic search of the camp.
- The Camp Director will notify the local authorities, if and when it is deemed necessary.

#### SEVERE WEATHER/LIGHTENING



Raymond Emergency Dispatch will call Camp Hinds if a severe weather alert for this area is issued by NOAA. Once a warning is issued, the camp office will monitor the weather radio station and alert camp staff of a possible storm on the camp radios.

In the event of severe weather during daylight hours, which includes thunder and lightening, the Severe Weather signal will be issued and outside activities will be shut down and all campers, leaders and staff will go the closest building which is listed as an emergency shelter and remain there until an all clear signal is given.

The Severe Weather signal will he a ten second blast on an air horn, repeated in one minute intervals. The All Clear Signal will be given out over the camp communication system.

The buildings in Camp Hinds that are designated Emergency Shelters include:

- Dining Hall
- Ring Hall
- Rec Hall
- Cadigan Cabin (When not used for housing)
- Bates Cabin
- Rotary Training Center
- Tenny Rec Hall
- Medical Lodge- for staff/emergencies only

All other buildings in camp should be avoided during severe weather.

Upon hearing the Severe Weather signal, all staff need to shut down their program areas (if open) and report to their assigned buildings with all Scouts and leaders from their areas. Advise all campers, met on the way to the shelter to join your group.

#### **Staff Assignments:**

- Dining Hall Staff from STEAM, Trail to Eagle, Polaris, Scoutcraft, Dining Hall Steward
- Ring Hall- Staff from Nature, Craftshop, Boating.
- Rec Hall Staff from Main waterfront and West Beach and Camp Administration
- Cadigan Cabin Staff from Shooting Sports when applicable.
- Bates/Rotary Training Center COPE & Climbing Staff when applicable.
- Kitchen Kitchen staff
- Tenny Rec Hall CIT Director
- Nearest Shelter Sports

Once at your staff assignments - staff should oversee the Scouts in their care, keep crews as calm as possible and work on programs as directed by the Program Director using your storm packs. A clipboard with weekly troop rosters will be in each emergency shelter and staff will take attendance by troop. During the severe weather, avoid cell phone use, bathroom use and turn off and unplug all electronic equipment.

A Camp Radio should remain on in each Emergency Shelter with limited use for urgent needs only and listening for the all-clear signal. If a Scoutmaster feels that one of his/her Scouts is in danger and not in a shelter, the staff should contact the camp office by radio with the Scouts name and possible location. The administration will check with all shelters on the Scouts location. No staff, campers of leaders can leave a shelter until the all clear is issued.

In the event of severe weather while on an outing away from camp, such as a Rattlesnake Mountain Hike or Canoe trip, leaders or staff need to direct campers to seek the closest possible shelter. All watercraft must come to the shore. If no building is available avoid open areas and stay away from isolated tall trees, towers or utility poles. Groups should spread out in the same general location.

# In the event of severe weather during the nighttime hours when campers and leaders are in their campsites, all

should remain in their tents or cabins unless a Severe Weather signal is sounded. Staying in their tents and cabins will help prevent injury from nighttime hiking in the woods and the chance of losing campers in the dark.

It will be at the discretion of the Camp Director or his designee, to issue a Severe Weather signal during nighttime hours.

#### **CHILD ABUSE:**

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

#### **FATALITY:**

Camp Director (Camp Office) is to be notified immediately.

The area or scene of the accident is to be closed off to all Scouts, Leaders, Staff, and outsiders.

The Camp Director will initiate procedure as outlined in National BSA and Pine Tree Council policy.

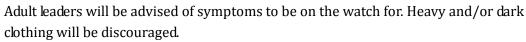
#### REPORTERS.AND THE MEDIA:

If for any reason any member of the media is in camp asking questions, they should be referred directly to the Camp Director. The Camp Director is the official spokesperson for the camp, and he alone will respond to the media.

#### **EXTREME HEAT:**

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

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



Increased fluid intake will be mandated.



#### **ACTIVE SHOOTER**

If an active shooter situation is determined, an announcement will be made on the camp radio system. When you hear, "DISPERSE, DISPERSE, DISPERSE" turn off and drop radios, cell phones and maintain silence until you have reached either the Raymond Elementary School or Kingsley Pines. DO NOT CARRY ANY STICKS OR ITEMS THAT may resemble any sort of firearm.

All Scouts, leaders and staff on the east side of the Tenny River should make their way to the Raymond Elementary School on Rote 85. Remain at the school until you have been contacted by local authorities.

All Scouts, leaders, and staff on the west side of the Tenny River should make their way to Kingsley Pines. They will make accommodations. Remain at Kingsley Pines until you have been contacted by local authorities.

All other Scouts, leaders, and staff should travel through trails and the woods to get to the center of camp. If on the west side of the Tenny River, make your way to Kingsley Pines. If on the east side of the Tenny River, make your way toward Raymond Elementary School. DO NOT USE the bridge.

#### **EARTHQUAKES. FLOODS, and other emergencies not specifically listed:**

The Camp Director or his representative will sound a **WAIL** signal on the siren.

All Scout and Troop leaders will report IMMEDIATELY to the Council Ring for a roster check.

The Health Officer, Administrative Assistant, the Cook, and the Assistant Cooks will remain at their posts. All other staff will follow the "WAIL-signal Procedure."



# STOFF SIDG



# CAMP WILLIAM HIDDS

#### HINDS, HINDS, HINDS

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

(this song is done in rounds)

#### **BE PREPARED**

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

(this song is also done in rounds)

#### THE PADDLE SONG

Our paddles keen and bright Flashing like silver Swift as the wild goose flight Dip, dip and swing Dip, dip and swing and back Flashing like silver Swift as the wild goose flight Dip, dip and swing

#### **CAMPFIRE'S BURNING**

Campfire's burning, campfire's burning Draw nearer, draw nearer In the glowing, in the glowing We'll sing and be merry

(this song is done in rounds)

#### DREAMING OF A CAMPFIRE

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

#### **SCOUTING WE GO**

Scouting we go, scouting we go Sunlit trails And lands where waters flow By our campfire's Friendly, flaming glow Scouting we go Scouting we go

#### **BOOM BOOM**

Boom, boom
Ain't it great to be Scouting
Boom, boom
Ain't it great to be outing
Camping, hiking all day long
Boon, boom
Ain't it great to be Scouting?

(this song is done in rounds)

## TO OPE' THEIR TRUNKS

To ope their trunks
The trees are never seen
How then do they
Put on their robes of green?
They leave them out.

#### ON MY HONOR

On my honor,
I'll do my best
To do my duty to God
On my honor
I'll do my best
To do my Good Turn each day.
To keep my body strengthened
And keep my mind awakened
To follow paths of righteousness
On my honor
I'll do my best.

(keep repeating)

#### **VESPERS**

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

#### **TAPS**

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

#### Zum, gali gali

Zum, gali-gali-gali, Zum gali-gali, Zum, gali-gali-gali, Zum Zum, gali-gali-gali, Zum gali-gali, Zum, gali-gali-gali, Zum

Hechalutz lema'an avodah avodah lema'an hechalutz Hechalutz lema'an avodah avodah lema'an hechalutz

Hechalutz lema'an avodah avodah lema'an hechalutz Hashalom lema'an ha'amin Ha'amin lema'an hashalom Zum, gali-gali-gali, Zum gali-gali, Zum, gali-gali-gali, Zum gali-gali,

#### **PRETORIA**

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

#### **CHORUS**

Oh, we are marching to Pretoria (where?)
Pretoria (where?)
Pretoria (Oh!)
We are marching to Pretoria
Pretoria, hoo-rah!

Oh, I'll camp with you

cook with you Swim with you Hike with you Row with you Work with you Scout with you Etc......

#### Kum Bay Ya

Kum bay ya, my Lord, kum bay ya; Kum bay ya, my Lord, kum bay ya; Kum bay ya, my Lord, kum bay ya, O Lord, kum bay ya.

Someone's laughing, my Lord, kum bay ya; Someone's laughing, my Lord, kum bay ya; Someone's laughing, my Lord, kum bay ya, O Lord, kum bay ya.

Someone's crying, my Lord, kum bay ya; Someone's crying, my Lord, kum bay ya; Someone's crying, my Lord, kum bay ya; O Lord, kum bay ya

Someone's praying, my Lord, kum bay ya; Someone's praying, my Lord, kum bay ya; Someone's praying, my Lord, kum bay ya; O Lord, kum bay ya Someone's singing, my Lord, kum bay ya; Someone's singing, my Lord, kum bay ya; O Lord, kum bay ya

#### HARRY KACKALEGIAN

(sung to the tune of "<u>The Battle Hymn of the Republic)</u>

I am singing you this story of a great man of the cloth his name was Kackalegian and he worked for Irving Roth. He died while cutting velvet on a hot July the fourth. but his cloth goes shining on!

#### Chorus:

Harry, Harry Kackalegian Harry, Harry Kackalegian Harry, Harry Kackalegian His cloth goes shining on!

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

CHORUS

Well, Kackalegian perished As he stood by his machine And when the firemen broke in well, they found him in between A pile of roasted Dacron And some french fried gabardine But his cloth goes shining on!

#### **CHORUS**

#### **OLD MILL STREAM**

(This song is usually sung twice, First, slowly, ignoring lines in parenthesis. Second, faster injecting lines in parenthesis.)

Down by the old
(not the new but the old)
Mill stream
(not the river but the stream)
Where I first
(not last but first)
Met you
(not me but you)
with your eyes
(not your nose but your eyes)
so blue
(not green but blue)

Dressed in gingham (not satin but gingham) Too (not one but two) for it was then (not now but then) I knew (not old but new) That you loved (not hated but loved) Me true (not false but true) You were sixteen (not eighty five) My village queen (not the king but the queen) Down by the old.. mill.. stream (not the river but the stream)

#### REMEMBER HAVE FUN AND SMILE!!!

#### FOLLOW THE PERSON LEADING THE SONG!!!

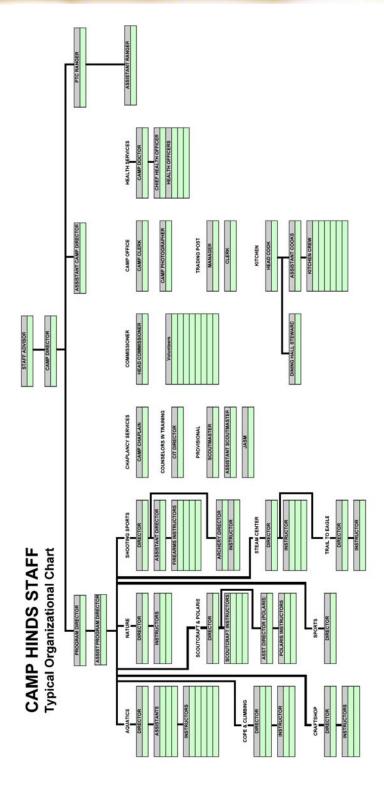


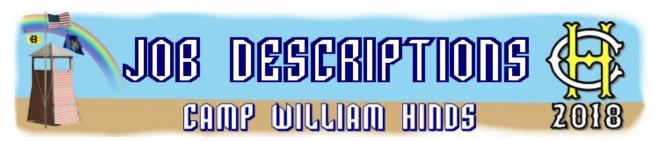


# STAFF ORGANIZATION



# CAMP WILLIAM HIDDS





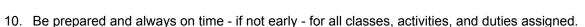
# **CAMP WILLIAM HINDS – Job Descriptions**

# **BASIC DUTIES OF ALL CAMP STAFF:**

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

- 1. Be neat and clean in appearance and maintain good hygiene at all times -- to be a leader, you must look the part.
- 2. Keep yourself physically and mentally alert in the performance of your duties.
- 3. Follow the directions of your superiors within your assigned area and throughout camp.
- 4. Cheerfully assume any and all duties that are assigned to you, even those not related to your area.
- 5. Do your utmost to see that all campers and leaders get the program and services that they need and desire.
- 6. If assigned to work with campers on any phase of advancement, keep and maintain accurate records of all such advancement on a daily basis:
  - Do not allow new Scouts to add to your classes without a form signed by the Program Director or Office Clerk.
  - b) Keep your class lists (Merit Badge Requirement Check Lists) in the notebook issued to you. Your area director will tell you where to keep your notebook. It should be in your program area at all times, not in your cabin. Your notebook should also contain a copy of your lesson plans.
  - c) Take attendance on the Merit Badge Requirement Check List form DAILY. If a Scout is absent, please notify his Scoutmaster when he comes to your area.
  - d) At the end of each class, sign-off those requirements that were completed that day on the Merit Badge Requirement Check List forms. Use only ball point pen to complete the paper work. Pencil fades while marker often runs when it gets damp. Keep your paper work up-to-date daily.
  - e) At the end of the week, complete the Merit Badge Requirement Check List form indicating whether each Scout completed the badge, earned a partial, dropped, or didn't show.
  - f) Turn in your notebook to your area director by 11:30 AM on Friday. If you complete your paper work daily, this should not be a problem!
  - g) Area Directors:
    - 1) Check your staff's paper work on a regular basis. Daily if needed.
    - 2) For each class and Scout enter the requirements that were completed in Scouting247 (Black Pug)
    - 3) Collect all paper work from your staff at 11:30 AM on Friday morning. Make sure it is complete.
    - 4) In Scouting247 (Black Pug) .mark "Badge Complete" for all Scouts who completed their merit badges.
    - 5) Turn-in all paper copies of Summary sheets must be completed for all merit badges and all other awards including: Basic CPR, mile swim, BSA Lifeguard, Snorkeling BSA, Swimming Instructions, Basic Scout Skills etc.
- 7. Have a working knowledge of the requirements for badges of rank and all the merit badges you are responsible for.
- 8. Counsel and guide Scouts in the merit badges and awards that they are attaining. (Avoid classroom lecture)

- 9. All staff members are expected to do the following unless excused personally by the Program Director or Camp Director:
  - a) Attend all staff meetings
  - b) Attend daily Round-up and Retreat
  - c) Attend all meals and remain at your assigned table until you are dismissed
  - d) Serve as Lifeguard as assigned
  - e) Assist in Campwide Event
  - f) Attend and participate in all campfires
  - g) Attend Duty-to-God Service
  - h) Assist with building campfires as assigned
  - i) Serve as a Campsite guide which includes helping them Sunday, eating with them in the Dining Hall and during cookout meals, etc. You are encouraged to visit them during the week, attend their troop campfires, etc.



- 11. Keep track of all equipment assigned to your department. Sign-out sheets and inventory forms are available at the camp office.
- 12. Keep your program area clean, neat, and safe at all times. This includes all equipment and supplies in your area.
- 13. If there is anytime during the day that you find yourself with nothing to do, check with your Area Director or Program Director for an assignment.
- 14. You are expected to be at ALL meals. The only exceptions will be those who are counselors for Cooking Merit Badge. This rule especially holds true for breakfast. Being a table leader is an important part of your job.
- 15. You are expected to act in a mature fashion in front of all campers, leaders, and parents at all times. This means that the use of profane, off-color, or offensive language will not be tolerated.
- 16. Always be IMPECCABLE in everything you do. This includes skits, songs, and cheers used at campfires.
- 17. Always be:
  - a) POLITE, POLITE, POLITE
  - b) COURTEOUS, COURTEOUS, COURTEOUS
  - c) PLEASE, PLEASE, PLEASE
  - d) THANK YOU, THANK YOU, THANK YOU!
- 18. Keep staff matters within the staff. Information given out at staff meetings, discussions with your roommates, your plans for your day-off, staff problems, things you don't like about your fellow staff members and supervisors, things you don't like about camp etc. are not to be discussed with campers or leaders. You must remember that we are in effect running a business. Our product is the providing of a quality program for the Scouts and leaders who come to camp. We all must respect the Scouts and Leaders because without them, we would not be here. You are an important part in our organization and you must do your all to see that camp runs smoothly. You can do this by not only working well with the campers and leaders, but by working and living smoothly with your fellow staff members. We expect that some conflicts will arise, and when they do, be sure to consult your Area Director, the Program Director, or the Camp Director. We are all here to help you and expect to hear from you when something is not running smoothly. Staff morale plays an important part in the functioning of the camp. You must do your best to help maintain a high level of staff morale.



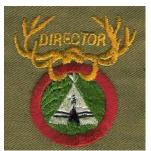
# **CAMP ADMINISTRATION:**

The general operation of the camp is supervised by an Administrative team consisting of the 1) Camp Director, 2) Assistant Camp Director, 3) Program Director, 4) Assistant Program Director, 5) Camp Commissioner and 6) Camp Ranger. The numbers indicate the order of the chain of command in the absence of the Camp Director.

# **Camp Director:**

The Camp Director is responsible for the overall operation of Camp William Hinds, following BSA, local, state, and national policies and practices. Must be 25 years old, be approved by the Scout Executive and Council Camping Committee, have past camp staff experience (preferably as an area director), and successfully complete National Camping School Management Section or Camp Director Section training. Must be a registered member of the BSA and have a current Youth Protection certification.

- 10% Promotion and Marketing
- 15% Budget development and oversight
- 15% Attendance and recruitment
- 10% Human Relations
- 10% Communication & Public Relations
- 20% Staff Recruitment & Development
- 10% Health and Safety management
- 10% Food service oversight



Works in close conjunction with the Scout Executive, Camping Committee Chair, Risk Management Chair, Assistant Camp Director, Program Director, Camp Commissioner, Camp Ranger, Business Manager, Food Service manger, Heath Officer, Camp Doctor, Camp Chaplain, and Provisional Scoutmaster.

- 1. Staying within the council budget for expenses for summer camp. Following the fiscal policies approved by the Executive Board.
- 2. Recruiting, training, supervising and evaluating the camp staff.
- 3. Be a role model for all staff members and campers at summer camp.
- 4. Coordinate maintenance and facility needs with the Camping Committee and the Camp Ranger.
- 5. Oversee everything that pertains to the operation of Camp William Hinds as a certified camp.
- 6. Directly supervise the Program Director, Camp Health Officer, Trading Post Manager, Cook, Quartermaster and Business Manager.
- 7. Serve as host and Council Representative to all quests.
- 8. Prepare reports as required.
- 9. Advises on national, council and camp policies. Responsible for its enforcement.
- 10. Final decision on ALL activities of all staff members.
- 11. Mentor who staff members can turn to for guidance.
- 12. Promotes healthy living by example, especially the importance of hydration while at camp.
- 13. Other duties as assigned by the Scout Executive.

14.

# **Assistant Camp Director**

The Assistant Camp Director assumes the duties of the Camp Director in the Camp Director's absence. He assists the Camp Director in carrying out his duties as instructed by the Camp Director. Must be 21 years old, have past camp staff experience (preferably as an area director), and successfully complete National Camping School Management Section or Camp Director Section training. Must be a registered member of the BSA and have a current Youth Protection certification.

Works in conjunction with the Camp Director, Program Director, Office Manager, and Camp Staff.

# **Program Director:**

The Program Director is responsible for the overall operation of the Camp William Hinds Program. Must be 21 years old, have previous camp staff experience (preferably as an area director), and successfully complete National Camping School Management Section or Program Director Section training. Must be a registered member of the BSA and have a current Youth Protection certification.

25% Staff development and management

25% Program development and management

10% Human Relations

20% Communications and Public Relations

10% Health and Safety management

10% Budget control

Works in conjunction with the Camp Director, Business Manager, Office Manager, and Program Staff.

- Reports directly to the Camp Director.
- Directs the overall summer camping program from planning to implementation.
- Assists the Camp Director in hiring staff and recruiting CITs.
- Assists the Camp Director to train staff prior to camp and during staff week.
- Oversees Area Directors to ensure that effective lesson plans are in place in all program areas prior to the opening of camp, and that all staff members have prerequisite training and skills.
- Works with the Business Manager to provide program supplies to Area Directors.
- Maintains fiscal responsibility with regard to the program budget.
- Plans Leader's meetings in camp.
- Works closely with area directors to make sure program is being implemented as planned.
- Evaluates the effectiveness of programs and makes improvements during the season, and provides basic program plans for the next season.
- Serves as a role model for the staff as measured by the Scout Oath and Law.
- Responsible for team building and maintaining peak morale among staff.
- Coordinates the planning and preparation of special events.
- Delegates other responsibilities to staff members as needed.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Counsels staff whenever expectations are not being met.
- Oversees and/or participates in camp wide program activities.
- Makes frequent on-site evaluations of the quality of program being provided.
- Makes sure that all the National Standards are met in the program areas.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out other responsibilities as assigned by the Camp Director.

# **Assistant Program Director:**

The Assistant Program Director assumes the duties of the Program Director in the Program Director's absence. He assists the Program Director in carrying out his duties as instructed by the Program Director. Must be 21 years old, have past camp staff experience (preferably as an area director), National Camping School Management Section or Camp Director Section training is recommended. Must be a registered member of the BSA and have a current Youth Protection certification.

### **Camp Commissioner:**

Responsible for promoting and protecting the brand image of Camp William Hinds. Must be 18 years old and hold a valid National Camping School Management or Commissioner certificate. Must be a registered member of the BSA and have a current Youth Protection certification.

30% Health and Safety management

30% Public Relations and communication

10% Janitorial

15% Physical Labor

15% Clerical (campsite inspections, staff good turns, inventory control,

etc.)

Works in conjunctions with the Camp Director, Program Director, Health Officer, Chaplain, Food Service Director, Area Directors, and Camp Ranger.

- Is currently certified for the position by the BSA National Camping School
- Is trained in troop operations (Basic Leader Training), camp operations, camp program, camp resources and facilities, and youth protection.
- Has good listening skills and the ability to act as an objective mediator
- Acts as the liaison between the Camp Director, Program Director, and the troops in camp.
- Is a good communicator
- Is dedicated to the ideals of Scouting (Oath and Law)
- Is a good team player
- Is possessed of good judgment
- Is flexible and understanding
- Is the conduit for concerns, feedback and advice
- Actively seeks out and works with troop leaders
- Learns the objectives for camp for each troop and advises the leaders on meeting them
- Supports troop logistical requirements
- Encourages troop patrol leaders' council effectiveness and the patrol method
- Can advise and counsel troop leaders on troop leadership
- Can assist leaders in resolving problems with Scouts
- Creative and imaginative in overcoming troop leadership deficiencies
- Oriented to promoting FUN!
- Organizes Staff at Check in and out for Troop Guide Assignments
- Work with Program Director to facilitate the Scoutmaster Merit Badges
- Carries out any other duties as assigned by the Camp Director.

### **Camp Ranger:**

Responsible for the property, physical plant, security, and health and safety of Camp William Hinds. Must be 21 years old and have trades, organizational, and communication skills. Must hold a valid National Camping School Ranger Section certificate. Must be a registered member of the BSA and have a current Youth Protection certification.

40% Physical Labor

15% Clerical (inventory control, emergency procedures, etc.)

15% Public Relations and Communication

20% Health and Safety

10% Budget Control

Works in conjunction with the Camp Director, Program Director, Kitchen Supervisor, Area Directors, Trading Post Manager, Chaplain, Health Officer, Head Commissioner, Scout Executive, and Business Manger.

### Protection and control of property and people

- -Supervise all use of the property. Patrol the property as necessary for trespass, vandalism, and fire.
- -Ensure a safe and healthy camp environment and know emergency procedures.

### Business responsibilities

- -Comply with established council business procedures, including accounting of petty cash and other funds.
- -Submit regular reports and maintain essential business records.
- -Supervise maintenance employees as assigned.

### Operation of physical facilities and property

- -Operate and keep all physical property and equipment, including tractors and mowers, in safe operating condition.
- -Be particularly alert to conditions that affect health, safety, sanitation, and good housekeeping practices.
- -Establish work schedules for routine maintenance and operational procedures, and order necessary supplies.
- -Cooperate closely with camp director or campmaster corps to effectively resolve questions of facility operation such as checking groups in and out, issuing equipment, submitting records and reports of each occupancy, and related matters.

### Maintenance of physical facilities and property

- -Implement a comprehensive facilities management system.
- -Make regular inspections to determine essential repairs and corrective action required.
- -Submit estimates of time and materials when necessary and perform general repairs as authorized.
- -Maintain a record of all maintenance performed.
- -Supervise implementation of property conservation plan.

### Relationships

- -Maintain harmonious relationships with local officials and government services, adjoining landowners, and neighboring communities.
- Represent the council in contacts with visitors, Scouters, and Scouts.
- -Maintain good housekeeping practices surrounding the ranger's residence and throughout the camp property.
- -Maintain a harmonious relationship with the camp director, program director, and other seasonal staff.

### Program

- -Assist with council program and activities as requested.
- Perform other duties as assigned.

### **Business Manager:**

Responsible for the overall fiscal health of Camp William Hinds. Must be 21 years old. Must be a registered member of the BSA and have a current Youth Protection certification.

30% Budget development and management

15% Staff development and management

10% Health and safety management

20% Account management (Vendor and Customer)

10% Communication

15% Accounting



Works in conjunction with the Camp Director, Program Director, Office Manager, Head Commissioner, Food Service Manager, and Trading Post Manager.

The Camp Business Manager works closely with the Camp Director in giving leadership to the camp services operations. Specific responsibilities are:

- Meet with unit leaders to settle up troop accounts in a timely manner.
- Conduct unit check-in reports for accuracy as to numbers of campers and amount of money due and collected.
- Trading post monitor and control daily and weekly ordering of supplies, make daily written revenue reports and bank deposits.
- Maintain records of all camp income and expenditures.
- Represent the Camp Services Department at area director meetings
- Submit complete written inventories of all equipment and supplies at the close of camp along with a written report of recommendations prior to the end of camp
- Other duties as assigned by the Camp Director.

### **PROGRAM STAFF**

### **Counselor In Training Director -**

Responsible for the supervision, training, mentorship, and safety of the Counselor in Training candidates for Camp William Hinds. Must be 21 years old and have 3 plus years experience as camp staff, with one year as an area director. Must be a registered member of the BSA and have a current Youth Protection certification.

25% Coaching and counseling

25% Teaching

15% Clerical (paperwork, tracking, performance reviews, etc.)

10% Physical Labor

15% Communication

10% Human Relations



Works in conjunction with the area directors, Camp Director, Program Director, and Chaplain.

- Responsible for the effective operation of the Counselor-in-Training program.
- Reports directly to the Program Director.
- Must have a working knowledge of the CIT and proficiency in all the related skills.
- Can develop lesson plans for teaching the CIT curriculum.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in the CIT
  area.

- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and CITs.
- Evaluates personal aptitude and effectiveness of CITs periodically during the course.
- Maintains proper supplies needed for the CIT program.
- Is fiscally responsible with program supplies.
- Is responsible for the safety of the CITs, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### **Area Directors:**

Responsible for the management and safety of the area of camp assigned for Camp William Hinds. Must be 21 (Aquatics, Shooting Sports, C.O.P.E./Climbing, and CIT) or 18 (Nature/Ecology, Sports, Scoutcraft, Polaris, Craft Shop, Archery, and STEAM) years old, and must be National Camping School certified (Aquatics, Commissioner, C.O.P.E./Climbing, Nature, Scoutcraft, and Shooting Sports). Previous summer camp experience is desirable. Must be a registered member of the BSA and have a current Youth Protection certification.

15% Staff Management

10% Coaching and Counseling

25% Teaching

15% Communication

15% Physical Labor

10% Clerical (paperwork, inventory control, etc.)

10% Health and Safety

Works in conjunction with the Program Director, Business Manager, Camp Director, Head Commissioner, and Camp Ranger.

### **Aquatics Director**

- Responsible for the effective operation of the
  Aquatics area of camp which teaches Canoeing,
  Kayaking, Lifesaving, Motor Boating, Rowing, Small Boat Sailing, Swimming, and Water
  Sports Merit Badges, Swimming Instruction, and BSA Lifeguard Award, Kayaking BSA
  Award, Paddleboard BSA Award, Snorkeling BSA Award, and Mile Swim.
- Offers Training for Adults in Safe Swim Defense and Safety Afloat.
- Enforces National BSA aquatics policies in camp.
- Reports directly to the Program Director.
- Attends National Camp School for Aquatics Director training or holds a current certification.
- Can develop lesson plans with the help of aquatics staff for teaching the above Merit Badges and other related aquatics programs to provide the best possible instruction.
- Is able to instruct scouts in the correct and safe use of all equipment used in aquatics area.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and awards and trains them where necessary.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for aquatics merit badge work and other aquatics programs.
- Is fiscally responsible with program supplies.
- Is responsible for the health and safety of all persons in and around the waterfront.



- Supervises and trains counselors-in-training assigned to the waterfront area.
- Keeps the waterfront clean and equipment organized. Reports any damage to equipment to the Program Director.
- Develops plan for emergency procedures relating to potential accidents in the waterfront area and trains staff to carry out such plans if needed.
- Uses the 8 point Safe Swim Defense Plan and the 9 point Safety Afloat Plan.
- Promotes healthy living by example, especially the importance of hydration and use of sunscreen while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### C.O.P.E. Director

- Supervises and conducts the operation of the low and high C.O.P.E. course and climbing wall.
- Reports directly to the Program Director.
- Attends National Camp School for C.O.P.E. Director training or holds a current NCS certification.
- Trains the C.O.P.E. Staff on their responsibilities.
- Knows the safety regulations for all C.O.P.E. events.
- Responsible for the safe and proper storage of C.O.P.E. equipment.
- Ensures that National Camp Standards in the C.O.P.E. area are met.
- Cleans and replaces equipment as recommended by the C.O.P.E. standard.
- Responsible for the health and safety of all persons on the C.O.P.E. courses.
- Is able to present a C.O.P.E. event in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching C.O.P.E. and trains them where necessary.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Supervises and trains counselors-in-training assigned to the C.O.P.E. area.
- Is fiscally responsible with program supplies.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Climbing Director

- Responsible for the effective operation of the climbing tower and off-site climbing program.
- Reports directly to the Program Director.
- Attends National Camp School for Climbing Director training or holds a current NCS certification.
- Knows the safety regulations for all climbing equipment and operations.
- Responsible for the safe and proper storage of climbing equipment.
- Ensures that National Camp Standards in the climbing area are met.
- Provides the best possible instruction in the merit badge and other related climbing events.
- Cleans and replaces all climbing equipment as recommended by the climbing standard.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all Climbing Staff have prerequisite skills for teaching Climbing, and that they



- are knowledgeable on all the safety regulations, and trains them where necessary.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Supervises and trains the counselors-in-training assigned to the climbing area.
- Responsible for the health and safety of all persons on the climbing tower or natural rock face area.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Craft Shop Director

- Responsible for the effective operation of the
  Handicraft area of camp which teaches Art, Basketry,
  Collections, Composite Materials, Fingerprinting,
  Indian Lore, Leatherwork, Metalwork, Pulp and Paper,
  Sculpture, Textiles and Wood Carving Merit Badges on a rotating schedule.
- Reports directly to the Program Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Can develop lesson plans for teaching the above Merit Badges with the help of Craft Shop staff.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Craft Shop area.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary.
- Supervises and trains the counselors-in-training assigned to the Craft Shop area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for Craft Shop merit badge work.
- Is fiscally responsible with program supplies.
- Is responsible for the safety of participants in the Craft Shop area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Nature/Ecology Director

- Holds a valid certificate in Nature/Ecology from National Camp School.
- Responsible for the effective operation of the Nature/Ecology area of camp which teaches Bird Study, Environmental Science, Fish and Wildlife Management, Fishing, Fly Fishing, Forestry, Geology, Insect Study, Nature, Mammal Study, Mining in Society, Oceanography, Reptile and Amphibian Study, Soil and Water Conservation, Sustainability and Weather on a rotating schedule.
- Coordinates ecology and conservation programs at summer camp.
- Reports to the Program Director.
- Must have a thorough knowledge of the above mentioned Merit Badges.
- Can develop activity based lesson plans for teaching the above Merit Badges with the help of Nature/Ecology staff.
- Is able to present a class in an engaging manner



- Provides instruction to the Scouts encouraging a respect for the environment and an understanding of the ecosystem.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary.
- Supervises and trains counselors-in-training assigned to the Nature/Ecology area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for Nature/Ecology merit badge work and other Nature/Ecology programs.
- Is fiscally responsible with program supplies.
- Works with the Ranger and other Area Directors to plans conservation projects for Scouts and units to do in camp. Provides a list of Projects to the Program Director and Ranger.
- Is responsible for camp-wide awareness of the camp's ecological system.
- Coordinates and carries out a plan for recycling throughout the camp.
- Is responsible for the safety of participants in the Nature/Ecology area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Polaris Director



- Responsible for the effective operation of the Polaris
  area of camp which is our first year camper program and
  teaches tenderfoot, second class and first class requirements.
- Reports directly to the Scoutcraft Director and Program Director.
- Must have a working knowledge of the above mentioned requirements and proficiency in all the related skills.
- Can develop lesson plans for teaching the above requirements with the help of the Polaris staff.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in the Polaris area.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching the requirements and trains them where necessary.
- Supervises and trains counselors-in-training assigned to the Polaris area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for the Polaris programs.
- Is fiscally responsible with program supplies.
- Plans and leads hikes, outposts, and/or other programs as required from the Polaris area.
- Plans and facilitates projects which use skills learned in the Polaris area.
- Is responsible for the safety of participants in the Polaris area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director, Program Director or Scoutcraft Director.

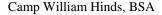
### Scoutcraft Director

- Holds a valid certificate in Outdoor Skills from National Camp School.
- SCOUTCRAFT
- Responsible for the effective operation of the Scoutcraft
  area of camp which teaches Backpacking, Camping, Cooking, Emergency Preparation,
  Exploration, Fire Safety, First Aid, Orienteering, Pioneering, Search and Rescue, Signs
  Signals and Codes, and Wilderness Survival on a rotating schedule.
- Reports directly to the Program Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Can develop lesson plans for teaching the above Merit Badges with the help of Scoutcraft staff.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Scoutcraft area.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary.
- Supervises and trains counselors-in-training assigned to the Scoutcraft area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for Scoutcraft merit badge work and other Scoutcraft programs.
- Is fiscally responsible with program supplies.
- Plans and leads hikes, outposts, and/or other programs as required from the Scoutcraft area.
- Plans and facilitates projects which use skills learned in the Scoutcraft area.
- Is responsible for the safety of participants in the Scoutcraft area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### **Shooting Sports Director**



- Responsible for the effective operation of the shooting ranges
   which teach Archery, Rifle Shooting, Shotgun Shooting Merit Badges and Pistol Shooting.
- Reports directly to the Program Director.
- Attends National Camp School for Shooting Sports Director or is currently NCS certified.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Can develop lesson plans for teaching the above Merit Badges and program with the help of Shooting Sports staff.
- Knows the safety regulations for all shooting equipment.
- Responsible for the safe and proper storage of shooting equipment and ammunition.
- Ensures that National Camp Standards in the Shooting Sports section are met.
- Provides the best possible instruction in all of the merit badges and other related shooting sports events.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in the Shooting Sports area.
- Is able to present a class in an engaging manner.



- Is able to maintain discipline in a positive manner with both staff and scouts.
- Maintains proper supplies needed for Shooting Sports merit badge work.
- Is fiscally responsible with program supplies.
- Is responsible for the safety of participants in the Shooting Sports area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Cleans rifles, shotguns, and pistols as recommended by the firearms manufacturer.
- Supervises and trains the counselors-in-training assigned to the Shooting Sports area.
- Responsible for the health and safety of all persons on the shooting ranges.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Sports Director

• Responsible for the effective operation of the Sports area of camp which teaches Athletics, Cycling, Golf, Personal Fitness, and Sports M.B., as well as offers a variety of activities throughout the week.



- Reports directly to the Program Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Can develop lesson plans for teaching the above Merit Badges and program with the help of the Sports staff.
- Is able to instruct scouts in the correct and safe use of all equipment used in area.
- Is able to present a class in an engaging manner.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Is fiscally responsible with program supplies and passes this along to the Scouts.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Maintains proper supplies needed for Shooting Sports merit badge work.
- Is fiscally responsible with program supplies.
- Is responsible for the safety of participants in the Shooting Sports area, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Supervises and trains the counselors-in-training assigned to the Sports area.
- Responsible for the health and safety of all persons on the sports fields.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### STEAM Tech Director

- Responsible for the effective operation of the STEAM area of camp
  which teaches Animation, Archaeology, Astronomy, Digital Technology,
  Drafting, Electricity, Electronics, Engineering, Game Design,
  Geocaching, Graphic Arts, Model Design and Building, Moviemaking, Photography, Plant
  Science, Programming, Radio, Robotics, Space Exploration, and Surveying on a rotating
  schedule.
- Reports directly to the Program Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in the majority of the related skills.
- Can develop lesson plans for teaching the above Merit Badges with the help of the STEAM Staff.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in affiliated badges.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary.
- Supervises and trains the counselors-in-training if assigned to the area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for merit badge work.
- Is fiscally responsible with program supplies and passes along this desire to staff and Scouts.
- Communicates with the Program Director to ensure that adequate supplies are kept in stock.
- Is responsible for the safety of participants, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Trail to Eagle Director

- Responsible for the effective operation of the Trail to Eagle area of camp which teaches Chess, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, and Personal Management Merit Badges.
- Reports directly to the Program Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in the majority of the related skills.
- Can develop lesson plans for teaching the above Merit Badges with the help of the Trail to Eagle Staff.
- Is able to present a class in an engaging manner.
- Is able to maintain discipline in a positive manner with both staff and scouts.
- Makes sure all staff members have prerequisite skills for teaching Merit Badges and trains them where necessary.
- Supervises and trains the counselors-in-training if assigned to the area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Maintains proper supplies needed for merit badge work.
- Is fiscally responsible with program supplies and passes along this desire to staff and Scouts.
- Communicates with the Program Director to ensure that adequate supplies are kept in stock.
- Is responsible for the safety of participants, and ensures that the area is kept clean and organized.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### Adult Program Staff -

Responsible for supporting the director's in the areas assigned for Camp William Hinds. Must be 18 years old. Previous summer camp experience is desirable. Must be a registered member of the BSA and have a current Youth Protection certification.

10% Staff Management

35% Teaching

25% Physical Labor

10% Health and Safety

10% Clerical

10% Communication

Works in conjunction with the Area Director, Camp Director, and Program Director.

### Camp Assistant Ranger/Quartermaster

- Responsible for assisting the Ranger in providing service to units with campsite provisions, landscaping and maintenance.
- Reports to the Ranger
- Maintains set, known hours available to assist units with camp supplies in conjunction with services provided by Camp Commissioner
- Assists with maintaining inventories of campsite provisions as directed by Ranger
- Assists Ranger with landscaping duties
- Assists Ranger with maintenance duties
- Carries out any other duties as assigned by the Ranger

### Shooting Sports Instructors (Including Archery Director)

- Assists in the Shooting Sports area of camp which teaches Archery, Rifle Shooting, and Shotgun Shooting Merit Badges and Pistol Shooting.
- Completes necessary training for Shooting Sports or is currently certified for the position being held.
- Reports directly to the Shooting Sports Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Shooting Sports Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Shooting Sports area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Shooting Sports Director.
- Under the supervision of the Shooting Sports Director, is responsible for the safety of participants in the Shooting Sports area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Shooting Sports Director or Program Director.

### **Youth Program Staff** -

Responsible for management of the classes/tasks assigned to by their area director at Camp William Hinds. Must be 15 years old (16 years old is preferable). Must be a registered member of the BSA and have a current Youth Protection certification.

30% Teaching 30% Physical Labor 15% Communication 15% Clerical 10% Janitorial

Works in conduction with the Area Director, Adult Staff, Camp Director, and Program Director.

### Aquatics Counselor

Assists in the Aquatics area of camp which teaches
 Canoeing, Kayaking, Lifesaving, Motor Boating, Rowing,
 Small Boat Sailing, Swimming, and Water Sports Merit
 Badges, Swimming Instruction, and BSA Lifeguard Award, Kayaking BSA Award,
 Paddleboard BSA Award, Snorkeling BSA Award, and Mile Swim.

- Reports directly to the Aquatics Director.
- Holds a Certification for Lifeguarding and CPR for the Professional Rescuer
- Must have a working knowledge of the above mentioned Merit Badges and Aquatics programs, and proficiency in all the related skills.
- Assists Aquatics Director in developing lesson plans for teaching the above Merit Badges and programs.
- Is able to instruct scouts in the correct and safe use of all equipment used in Aquatics area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Aquatics Director.
- Under the supervision of the Aquatics Director, is responsible for the safety of participants in the Aquatics area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Is trained in emergency procedures relating to potential accidents in the pool and waterfront area and is prepared to carry out such plans if needed.
- Promotes healthy living by example, especially the importance of hydration and use of sunscreen while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### C.O.P.E. Counselor

- Assists in the operation of the low and high C.O.P.E. course and climbing wall.
- Reports directly to the C.O.P.E. Director.
- Must have a working knowledge of the low and high C.O.P.E. course and proficiency in the related skills.
- Knows the safety regulations for all C.O.P.E. equipment and operations.
- Assists in the safe and proper storage of C.O.P.E. equipment.
- Is knowledgeable of National Camp Standards in the C.O.P.E. area.
- Provides the best possible instruction in the low and high C.O.P.E. course, and is able to instruct scouts in the correct and safe use of all tools and equipment used in C.O.P.E. area.
- Cleans and replaces all C.O.P.E. equipment as recommended by the C.O.P.E. standard and is fiscally responsible with program supplies.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the C.O.P.E. Director.
- Under the supervision of the C.O.P.E. Director, is responsible for the health and safety of all persons on the climbing tower or natural rock face area.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Climbing Counselor

- Assists in the operation of the climbing tower and off-site climbing program.
- Reports directly to the Climbing Director.
- Must have a working knowledge of the Climbing Merit Badge and proficiency in the related skills.
- Knows the safety regulations for all climbing equipment and operations.
- Assists in the safe and proper storage of climbing equipment.
- Is knowledgeable of National Camp Standards in the climbing area.
- Provides the best possible instruction in the merit badge and other related climbing events, and is able to instruct scouts in the correct and safe use of all tools and equipment used in climbing area.
- Cleans and replaces all climbing equipment as recommended by the climbing standard and is fiscally responsible with program supplies.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Climbing Director.
- Under the supervision of the Climbing Director, is responsible for the health and safety of all persons on the climbing tower or natural rock face area.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Each week, acts as a unit staff advisor to one of the Troops as they arrive in camp and during their stay.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program
  Director.



### Craft Shop Counselor

 Assists in the Handicraft area of camp which teaches Art, Basketry, Collections, Composite Materials, Fingerprinting, Indian Lore, Leatherwork, Metalwork, Pulp and Paper, Sculpture, Textiles and Wood Carving Merit Badges on a rotating schedule.



- Reports directly to the Craft Shop Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Craft Shop Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Craft Shop area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Craft Shop Director.
- Under the supervision of the Craft Shop Director, is responsible for the safety of participants in the Craft Shop area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Nature/Ecology Counselor

- Assists in the Nature/Ecology area of camp which teaches:
   Bird Study, Environmental Science, Fish and Wildlife
   Management, Fishing, Fly Fishing, Forestry, Geology, Insect
   Study, Nature, Mammal Study, Mining in Society, Oceanography, Reptile and Amphibian Study, Soil and Water Conservation, Sustainability and Weather on a rotating schedule.
- Reports directly to the Nature/Ecology Director.
- Must have a working knowledge of the Nature/Ecology Merit Badges
- Assists Nature/Ecology Director in developing lesson plans for teaching the above Merit Badges and coordinating ecology and conservation programs at summer camp.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Nature/Ecology area.
- Is able to follow lesson plans, present a class in an engaging manner.
- Provides instruction to the Scouts encouraging a respect for the environment and an understanding of the ecosystem.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Nature/Ecology Director.
- Under the supervision of the Nature/Ecology Director, is responsible for the safety of participants in the Nature/Ecology area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### Polaris Counselor

- **Polaris**
- Assists in the Polaris area of camp which is our first year camper program and teaches tenderfoot, second class and first class requirements.
- Reports directly to the Polaris Director.
- Must have a working knowledge of the above mentioned requirements and proficiency in all the related skills.
- Assists Polaris Director in developing lesson plans for teaching the above requirements.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Polaris area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Polaris Director.
- Plans and facilitates projects which use skills learned in the Polaris area.
- Under the supervision of the Polaris Director, is responsible for the safety of participants in the Polaris area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Accompanies scouts on hikes and outposts.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Polaris Director or Program Director.

### Scoutcraft Counselor

- SCOUTCRAFT
- Assists in the Scoutcraft area of camp which teaches Backpacking, Camping, Cooking, Emergency Preparation, Exploration, Fire Safety, First Aid, Orienteering, Pioneering, Search and Rescue, Signs Signals and Codes, and Wilderness Survival on a rotating schedule.
- Reports directly to the Scoutcraft Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Scoutcraft Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Scoutcraft area
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Scoutcraft Director.
- Plans and facilitates projects which use skills learned in the Scoutcraft area.
- Under the supervision of the Scoutcraft Director, is responsible for the safety of participants in the Scoutcraft area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Accompanies scouts on hikes and outposts.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Scoutcraft Director or Program Director.

### Shooting Sports Assistant



- Assists in the Shooting Sports area of camp which teaches Archery, Rifle Shooting, and Shotgun Shooting Merit Badges and Pistol Shooting.
- Reports directly to the Shooting Sports Director and must always work directly with a certified adult.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Shooting Sports Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in Shooting Sports area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Shooting Sports Director.
- Under the supervision of the Shooting Sports Director, is responsible for the safety of participants in the Shooting Sports area and keeps the area clean and organized.
- Is fiscally responsible with program supplies.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Each week, acts as a unit staff advisor to one of the Troops as they arrive in
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Shooting Sports Director or Program Director.

### Sports Counselor

• Responsible for the effective operation of the Sports area of camp which teaches Athletics, Cycling, Golf, Personal Fitness, and Sports M.B., as well as offers a variety of activities throughout the week.



- Reports directly to the Sports Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Sports Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all equipment used in area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Director.
- Under the supervision of the Director, is responsible for the safety of participants in the area and keeps the area clean and organized.
- Is fiscally responsible with program supplies and passes this along to the Scouts.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### STEAM Counselor

Responsible for the effective operation of the STEAM area of camp which teaches Animation, Archaeology, Astronomy, Digital Technology, Drafting, Electricity, Electronics, Engineering, Game Design, Geocaching, Graphic Arts, Model Design and Building, Moviemaking, Photography, Plant Science, Programming, Radio, Robotics, Space Exploration, and Surveying on a rotating schedule.

- Reports directly to the STEAM Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Director in developing lesson plans for teaching the above Merit Badges.
- Is able to instruct scouts in the correct and safe use of all tools and equipment used in area.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Director.
- Under the supervision of the Director, is responsible for the safety of participants in the area and keeps the area clean and organized.
- Is fiscally responsible with program supplies and passes this along to the Scouts.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.

### Trail to Eagle Counselor

- Responsible for the effective operation of the Trail to Eagle area of camp which teaches Chess, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, and Personal Management Merit Badges.
- Reports directly to the Trail to Eagle Director.
- Must have a working knowledge of the above mentioned Merit Badges and proficiency in all the related skills.
- Assists Director in developing lesson plans for teaching the above Merit Badges.
- Is able to follow lesson plans and present a class in an engaging manner.
- Is able to positively manage minor disruptive behavior, and to recognize when a question of policy, safety, or discipline needs to be taken to the Director.
- Under the supervision of the Director, is responsible for the safety of participants in the area and keeps the area clean and organized.
- Is fiscally responsible with program supplies and passes this along to the Scouts.
- Keeps accurate records of scout attendance and requirements completed at all classes taught.
- Assists in other areas of camp whenever needed.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### SUPPORT STAFF

### Camp Chaplain:

Responsible for the emotional and spiritual health of Camp William Hinds. Must be 18 years old and be approved by a recognized faith institution as a representative. Must be a registered member of the BSA and have a current Youth Protection certification.

10% Physical Labor

25% Coaching and Counseling

20% Teaching

30% Ministry

15% Public Relations and communication

Works in conjunction with the Camp Director, Health Office, Area Directors, Program Director, Scout Executive, and Head Commissioner.



### **Health Officer:**

Responsible for maintaining a healthy and safe facility and program, and for oversight of the medical needs of the staff, campers, and guests at Camp William Hinds. Must have medical certification that meets BSA and state requirements. Must be a registered member of the BSA and have a current Youth Protection certification.

40% Medical practice (medicine distribution and medical attention)

25% Clerical (camper tracking, buddy tags, alert lists, and med form checks)

15% Health and safety management

10% Janitorial

10% Communications

Works in conjunction with the Camp Director, Program Director, Area Directors, Food Service Director, Head Commissioner, Chaplain, and Camp Ranger.

- Responsible for providing first response medical support to all persons in camp.
- Reports directly to the Camp Director.
- Stays current on relevant medical certifications.
- Carries out medical checks of all camp staff and all campers upon first arrival in camp.
- Works closely with the Camp Director to ensure the smooth operation of the medical checks during unit check-ins.
- Maintains appropriate records of all medical needs and medical response logs.
- Ensures that the medical facilities meet or exceed all Health Dept. and BSA National Standards for medical support and drug and medical equipment storage and maintenance.
- Ensures that first aid kits and all necessary supplies are kept fully stocked in the medical lodge and in all program areas.
- Provides lists of necessary first aid and medical supplies to the Camp Director.
- Works cooperatively with camp personnel and external medical response personnel in the event of a medical emergency.
- Works with Camp Director to prepare written emergency response plans, communicates those plans to camp staff, and conducts staff emergency medical response drills as is deemed necessary by the Medic and the Camp Director.
- Keeps the medical facilities clean at all times.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as assigned by the Camp Director.

### **Provisional Scoutmaster:**

Responsible for the management and safety of the Camp William Hinds Provisional Scout unit. Must be 21 years old and have previous camp staff experience. Must be a registered member of the BSA and have a current Youth Protection certification.

20% Physical Labor

10% Janitorial

15% Clerical (Scout paperwork, scheduling, etc.)

15% Staff Management

15% Coaching and Counseling

15% Communication

10% Health and Safety

Works in conjunction with the Camp Director, Program Director, Head Commissioner, Business Manger, Chaplain, Health Officer, and Area Directors.

### **Trading Post Manager -**

Responsible for the management and fiscal health of the Camp William Hinds Trading Post. Must be 18 years old. Must be a registered member of the BSA and have a current Youth Protection certification.

25% Accounting

20% Communication and Promotion

20% Clerical (tracking, ordering, inventory control, etc.)

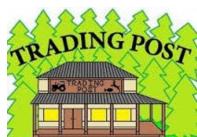
15% Staff Management

10% Physical Labor

10% Janitorial

Works in conjunction with the Business Manger and Camp Director.

- Responsible for the overall operation of the Trading Post in a positive manner.
- Reports directly to the Camp Director or assigned Staff Member with regard to inventory, finance management, and for day-to-day operations
- Keeps the shelves properly stocked and merchandise attractively displayed.
- Keeps posted hours of operation for campers.
- Keeps prices marked.
- Keeps track of income and expenses, and conducts weekly inventory.
- Responsible for keeping the inside and outside of the Trading Post clean.
- Makes daily cash deposits with the Camp Director or assigned Staff Member.
- Provides ordering needs to the Camp Director on Wednesday of each week.
- Is able to maintain discipline in a positive manner with scouts while they are in the Trading Post.
- Is able to communicate with staff or to their supervisor about inappropriate time spent at the Trading Post. If all goes well, should be a minimal role.
- Participates in the program of the camp, including campfires. This can be by selling during/after campfire or by doing advertisement skits.
- Supervises and trains the staff and counselors-in-training assigned to the Trading Post area.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Camp Director.



### **Head Cook:**

Responsible for the management of the food service operation of Camp William Hinds. Must be 21 years old and have previous food service management experience. Must be a registered member of the BSA and have a current Youth Protection certification.

25% Physical Labor

15% Clerical (Inventory, food ordering, staff scheduling, etc.)

15% Budget Control

20% Staff Management

15% Health and Safety

10% Communication

Works in conjunction with the Camp Director, Program Director, Health Officer, Head Commissioner, Camp Ranger, and Area Directors.

- Prepares and serves all meals at camp on time and in good form.
- Reports to the Camp Director.
- Works closely with the Camp Director to ensure adequate supplies of food to meet the needs of camp.
- Follows the menu plan approved by the Camp Director
- Has alternate supplies on hand for campers with food allergies and other food restrictions, and ensure that they are adequately fed.
- Trains and works closely with the Dining Hall Steward and other Kitchen staff members.
- Evaluates personal aptitude and effectiveness of staff members periodically during the season.
- Ensures that the kitchen area meets or exceeds all Health Dept. and BSA National Standards for health, safety, food preparation, and storage.
- Keeps kitchen area clean at all times.
- Manages a system for garbage control and recycling.
- Carries out any other duties as may be assigned by the Camp Director.

### Kitchen Staff

- Responsible for assisting in meal preparation and service, and kitchen maintenance and cleaning to include dish washing.
- Reports to the Head Cook.
- Ensures that the items necessary for food service are ready before each meal.
- Carries out any other duties as assigned by the Head Cook.
- Carries out any other duties as may be assigned by the Head Cook or Camp Director.



### **Dining Hall Steward:**

Responsible for the management and cleanliness of the Camp William Hinds Dining Hall. Must be 16 years old. Must be a registered member of the BSA and *have* a current Youth Protection certification.

30% Communication

25% Physical Labor

25% Janitorial

15% Teaching

5% Clerical (seating charts, etc.)

Works in conjunction with the Kitchen Manger, Camp Director, Program Director, Head Commissioner, Camp Ranger, and Area Directors.



- Responsible for assisting in meal preparation and service, and dining hall organization and cleaning.
- Reports to the Head Cook.
- Ensures that the items necessary for food service are ready before each meal.
- Orients the campers in the procedures of the dining facility.
- Helps to provide an entertaining, positive environment at meals.
- Provides timely and orderly guidance for meal courses and dismissal.
- Carries out any other duties as assigned by the Head Cook or Camp Director

### **Office Clerk:**

Responsible for the day to day operations of the Camp William Hinds office. Must be 16 years old and have basic computer competency. Must be a registered member of the BSA and have a current Youth Protection certification.

60% Clerical (data input, photocopying, filing, etc.) 30% Communication (Phone answering, message relaying, customer interaction, etc.) 10% Janitorial

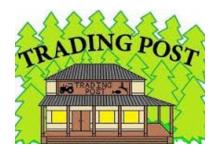


Works in conjunction with the Camp Director, Business Manger, Program Director, and Area Directors.

- Provides a consistent communication hub and camp control center.
- Reports directly to the Camp Director.
- Answers incoming calls, takes messages and makes sure of timely delivery to the appropriate individuals.
- Handles visitors to camp with appropriate check in and check out procedures (issues visitor bracelets).
- With assistance of Camp Administration Team, handles the packaging of check in and check out materials for troops.
- Keeps track of radio traffic and handles any relay of information and squashes any misuse.
- Keeps office and files organized (and confidential this is a must, break in confidentiality means immediate termination).
- Under direction of Camp Administration Team will initiate the emergency procedure siren.
- Participates in the program of the camp, including campfires as available.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Carries out any other duties as may be assigned by the Program or Camp Director.

### Trading Post Staff

- Assists in the overall operation of the Trading Post.
- Reports directly to the Trading Post Manager.
- Helps to keep the shelves properly stocked and merchandise attractively displayed.
- Helps to keep prices marked.
- Helps conduct weekly inventory.
- Helps to keep the inside and outside of the Trading Post clean.
- Participates in the program of the camp, including campfires.
- Promotes healthy living by example, especially the importance of hydration while at camp.
- Handles camper mail in a timely fashion.
- Carries out any other duties as may be assigned by the Camp Director or Program Director.



### **Camp Staff Evaluation Form**

Staff Name:			0.10	-			1					
Area:		5	Self-	evali 3	uatio 2	n 1	_	5	Sup 4	perv.	1sor	1
D 17 1/1 /1 /2 /2 /2 /2 /2 /2 /2 /2 /2 /2 /2 /2 /2		3	4	3	2	1		3	4	3	2	1
<b>Personal Initiative</b> (being proactive regarding specific	and general duties)						_					
Self-directed – works willingly  Drive matientian and thing days.							_					
Drive, motivation, gets things done							_					<u> </u>
Dependable, on time, reliable  Comments (Solf)	Comments (Supe	mic	02)									<u> </u>
Comments (Self)	Comments (Supe	IVIS	OI)									
Knowledge (refer to job description)												
<ul> <li>Assigned job, knows skills</li> </ul>												
<ul> <li>Scouting Aims, camp aims, philosophy</li> </ul>												
• Development – tries to improve, has imagination and new	w ideas											
Comments (Self)	Comments (Supe	rvis	or)									
		1	ı	ı	1	1			_		_	
<b>Leadership</b> (commensurate with job responsibilities, where ap	pplicable)						_					
• Planning – makes plans, has a goal, has a schedule									<u> </u>	<u> </u>		<u> </u>
Delegating – can delegate effectively												<u> </u>
• Working with others – is a team player									<u> </u>	<u> </u>		<u> </u>
Communicating – keeps those concerned informed							_			<u> </u>		<u> </u>
Analysis – can see a situation and react, is alert to condit		L .										
Comments (Self)	Comments (Supe	rvis	or)									
Accomplishments												
Quality of work accurate												
Quantity, volume done												
Meets a deadline												
<ul> <li>Completes the job</li> </ul>												
Comments (Self)	Comments (Supe	rvis	or)									
Spirit											_	
Promotes scout spirit among the staff									-	-		
Promotes scout spirit among the scouts							1					
Maintains a positive attitude and cheerful demeanor							1					
Comments (Self)	Comments (Supe	rvis	or)	]	I	I	<u> </u>	<u> </u>	<u> </u>	<u> </u>		
	a comment (a upe											
Key: 5 – outstanding, 4 – above normal, 3 – satisfactory, 2	– below normal, 1 – ı	unsa	tisfa	ctory	/							
Staff Member:	Appraised by:											
Date:	Camp position:											



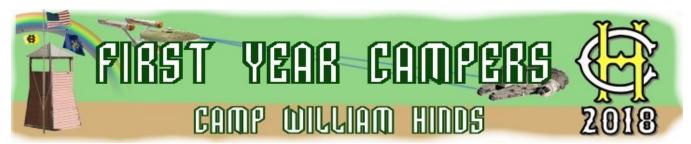
The heart of Camp William Hinds is the quality, once in a lifetime program we offer each week during the summer. Our program is diverse with something to challenge every Scout of any age and of any interest.

- 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					
7:00		Reveille					
7:10		Waiter's Call					
7:30		Breakfast in Dining Hall					
		Venturing Day	Theme Day	Council Camping Day	OA Day	Parents Night	
	SUNDAY	MONDAY	TUESDAÝ	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						
1:00-2:00	meeting@Tabor		Turns (Some Older Boy	Siesta & Camp Good Turns (Some Older Boy Programs start at 1:00PM)		Troop Time	1:30-2:
	Gates open	Troop Activity Period	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		
00:9	Dinner in Dining I	Dinner in Dining H Dinner in Dining Hall	Dinner in Dining Hall		Dinner in Dining Hall	Family BBQ	00:9
00:7	Waterront -	- - - - -			OA Service Hour		1
0	Orientation	Evening Merit Badges &	& Mile Swim			Ketreat	7:15
7:00-8:30		Open Areas					
	8:00 PM	Area Special Events				CLOSING	7:30
8:30	Campfire	First Year Ice Cream		Scoutmaster Splash	Exploration MB	CAMPFIRE	
		Social		Polaris Overnight			
				Scoutcraft Overnight			
9:00	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.



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.

### CAMP WILLIAM HINDS - MERIT BADGES Four-Year Plan

Aquatics

Aquatics	ıtics 2018	2019	2020	2021	Shootin	Shooting Sports			
	Kayaking MB	Kayaking MB	Kayaking MB	Kayaking MB		2018	-	2020	2021
,		Motorboating MB Polaris Aquatics	Motorboating MB Polaris Aquatics	Motorboating MB Polaris Aquatics	Per 1	Archery MB Rifle Shooting MB	Archery MB Rifle Shooting MB	Archery MB Rifle Shooting MB	Archery MB Rifle Shooting MB
_ D		SCUBA	SCUBA	SCUBA					Shotgun Shooting IMB
	Swimming Instruction Swimming MB	Swimming Instruction Swimming MB	Swimming Instruction Swimming MB	Swimming Instruction Swimming MB	Per 2		Archery MB Rifle Shooting MB	Archery MB Rifle Shooting MB	Archery MB Rifle Shooting MB
	Canoeing MB Kayaking MB	Canoeing MB Kayaking MB	Canoeing MB Kayaking MB	Canoeing MB Kayaking MB					Shotgun Shooting MB Archery MB
Per 2		Lifesaving MB Motorboating MB	Lifesaving MB Motorboating MB	Lifesaving MB Motorboating MB	Per 3	Rifle Shooting MB Shotgun Shooting MB	Rifle Shooting MB Shotgun Shooting MB	Rifle Shooting MB Shotgun Shooting MB	Rifle Shooting MB Shotgun Shooting MB
	SCUBA Swimming Instruction	SCUBA Swimming Instruction	SCUBA	SCUBA Swimming Instruction					
	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Polaris				
	Canoeing MB	Canoeing MB	Canoeing MB	Canoeing MB		2018	2019	2020	2021
Per 3		Lifesaving MB Motorboating MB	Lifesaving MB Motorboating MB	Liresaving MB Motorboating MB		Polaris First Class	Polaris First Class	Polaris First Class	Polaris First Class
	Rowing MB SCUBA	Rowing MB SCUBA	Rowing MB SCUBA	Rowing MB SCUBA	Per 2	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)
:		Swimming MB	Swimming MB	Swimming MB	Per 3	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)	Polaris (2+3)
Afternoor 	or Sailing Experience Paddleboard BSA	Sailing Experience Paddleboard BSA	Sailing Experience Paddleboard BSA	Sailing Experience Paddleboard BSA	Afternoon	Camping MB (M&T)	Camping MB (M&T)	Camping MB (M&T)	Camping MB (M&T)
	Kayaking BSA Snorking BSA	Kayaking BSA Kayaking BSA		Kayaking BSA Kayaking BSA					
	Watersking Experience	Waterskiing Experience	erience	Waterskiing Experience	COPE	COPE & Climbing			
						2018	2019	2020	2021
Craft	Craftshop 2018	2019	2020	2021	Per 1	Climbing MB (1+2)	Climbing MB (1+2)	Climbing MB (1+2)	Climbing MB (1+2)
	Sculpture ME	Art MB	Sculpture MB		Per 2	Climbing MB (1+2)	Climbing MB (1+2)	Climbing MB (1+2)	Climbing MB (1+2)
Per 1		Basketry MB Wood Carving MB	Basketry MB Wood Carving MB	Basketry MB Wood Carving MB	Per 3	Hiking MB	Hiking MB	Hiking MB	Hiking MB
c c	Pulp and Paper MB	Textile MB	Collections MB	Indian Lore MB		5	,	,	5
Z L		Learnerwork MB Metalwork MB	Composite Materials MB	Learnerwork MB Metalwork MB	Sports				
		Leatherwork MB	Leatherwork MB	Leatherwork MB			19	2020	2021
Per 3	Pulp and Paper MB Wood Carving MB	Textile MB Wood Carving MB	Collections MB Wood Carving MB	Indian Lore MB Wood Carving MB	Per 1	Cycling MB (1+2) Sports MB	Cycling MB (1+2) Sports MB	Cycling MB (1+2) Sports MB	Cycling MB (1+2) Sports MB
Evening	g Fingerprinting MB (M or T)	Fingerprinting MB (M or T)	Fingerprinting MB (M or T)	Fingerprinting MB (M or T)	Per 2	Cycling MB (1+2) Athletics MB	3 (1+2) 1B		Cycling MB (1+2) Athletics MB
Welding	o di				Per 3	Personal Fitness MB	Golf MB (3-6)	iess MB	Golf MB (3-6)
2	2018	2019	2020	2021	Afternoon		Golf MB (3-6)		Golf MB (3-6)
							(0.0)		(0.0)
Per 3	Welding MB	Welding MB	Welding MB	Welding MB	STEAM				
Evening	Evening Welding MB	Welding MB	Welding MB	Welding MB		2018	2019	2020	2021
Nature	ē				Per 1	Digital Technology MB Graphic Arts MB	Programming MB Geocaching MB	Digital Technology MB Surveying MB (1+2)	Programming MB Geocaching MB
	2018					Movie Making MB 1+2	Engineering MB	Game Design MB	Engineering MB
Per 1	ш ш.	шш	Environme Fly Fishing		Per 2	Robotics MB 2+3 Movie Making MB 1+2	Model Design & Building MB (2+3 Animation MB	obotics MB 2+3 urveying MB (1+2)	Model Design & Building MB (2+3) Animation MB
	Environmental Science MB (1+2)	_		Forestry IMB Environmental Science MB (1+2)			Model Design & Building MB (2+3)	pace exploration into	Model Design & Building MB (2+3)
Per 2			Mammal S Sustainabil		Per 3		Archaeology MB E Plant Science MB	lectricity MB rafting MB	Archaeology MB Electricity MB
Per 3	Nature MB Oceanography MB	Bird Study MB Fish & Wildlife Management MB	Mining in Society MB Nature MB	Geology MB Soil & Water Conservation MB	Evening		Astronomy MB	Radio MB	Astronomy MB
	Sustainability MB (2+3)	Sustainability MB (2+3)	Sustainability MB (2+3)	Sustainability MB (2+3)	Trail to Fadle	Earle			
Scou	Scoutcraft				2	2018	2019	2020	2021
	2018	2019	2020	2021	Per 1	Citizenship in the Community MB	Citizenship in the Community MB	Citizenship in the Community MB	Citizenship in the Community MB
Per 1	Emergency Prep MB	Fire Safety MB	Emergency Prep MB	Fire Safety MB	Per 2	Citizenship in the Nation MB			Citizenship in the Nation MB
	Search & Rescue MB			Orienteering MB	Per 3		Citizenship in the World MB	Citizenship in the World MB	Citizenship in the World MB
Par				Cooking MB First Aid MB		Personal Management MB	Personal Management MB Citizenship in Comm MB (M&T)	Personal Management MB Citizenship in Comm MB (M&T)	Personal Management MB
-				Pioneering MB Wilderness Survival MB	Afternoon	Citizenship in Nation MB (M&T)	Citizenship in Nation MB (M&T) Communications MB (W&R)	Citizenship in Committing (M&T) Citizenship in Nation MB (M&T) Committeestions MB (M&R)	Citizenship in Nation MB (M&T)
d				Camping MB		Eagle Topics (W&R)	Eagle Topics (W&R)	Eagle Topics (W&R)	Eagle Topics (W&R)
Per 3	Cooking MB Emergency Prep MB	Cooking MB Emergency Prep MB	Cooking MB Emergency Prep MB	Cooking MB Emergency Prep MB	Evening	Chess MB (M-R)	Chess MB (M-R)	Chess MB (M-R)	Chess MB (M-R)
	Exploration MB (2+3)	Signs, Signals, and Codes MB	Exploration MB (2+3)	Signs, Signals, and Codes MB	Campwide				
						2018	2019	2020	2021

CAMP WILLLIAM HINDS - 2018 - INDIVIDUAL ACTIVITIES BY AREA

	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				
	Kavaking MB	Puln and Daner MB	Environmental Science MB (1+2)	Cooking MR	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)	
	Swimming MB				
Noon				Cooking MB meals	
	Sailing Experience				
Period 4-6	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 & Climbing	STEAM	Trail To Eagle	Campwide
All Day Morning						
Period 1 8:30-9:20	Polaris First Class Polaris Aquatics	Cycling 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	Cycling 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	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)	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)	
Evening 7:00-Dusk				Radio MB (M->R) Blast Cars	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	
S A	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.
<b>F</b>	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
8	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
	<ul><li>BSA Lifeguard</li><li>@ Aquatics</li><li>Open to adults and Scouts15 years of age or older</li></ul>	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
	© 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
700	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
*	@ 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
	Environmental Science MB  @ 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
	© Scoutcraft Open to Scout 13 or older	neW 2018		On Thursday Scouts will be on an overnight Expedition.  Double Period Class Per 2 & 3
	Fingerprinting MB  @ Craftshop  Open to All Scouts		Bring a pencil to dinner. Class starts immediately after dinner on Monday or Tuesday.	Offered Evening M or T
	Fire Safety MB  @ Scoutcraft  Open to All Scouts	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	
106	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
<b>(3)</b>	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
WES	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.
To be delied to be	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	PARTIALPARTIAL without until reqs doing finished pre-req after camp	Requirement #1a & 1b – complete before camp. Requirement #7 & #8 – complete after camp.	Eagle Required merit badge Offered Per 3
S	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.	
Stale Stale	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
1	Pioneering MB  @ Scoutcraft  Open to Returning Scouts	NEXT CLASS 2019	Requirement #2a – Complete the rope related requirements up through First Class.	
G. CAMP HINDS	Polaris  @ Polaris Area  Open to first year campers		Needs to be a first year camper	Double Period Class Per 1 & 2. Will include a day hike and an overnight campout. Scouts need to bring extra water bottles and a day pack for the hike.
G CAMP HINDS	Polaris First Class  @ Polaris Area  Open to first year campers		Needs to be a first year camper who has completed most of the Tenderfoot and Second Class requirements	Will include an overnight campout. Scouts need to bring extra water bottles.  Offered Per 3
G CAMP HINDS	Polaris Aquatics  @ Aquatics  Open to first year campers		Needs to be a first year camper.	This is an optional first year program Offered Per 3
	Pulp and Paper MB  @ Craftshop  Open to All Scouts	neW 2018		Offered Per 3
W.	Radio MB (Amateur Radio Option)  @ STEAM Center Open to All Scouts			Offered Evenings (M-R)
The state of the s	Rifle Shooting MB  @ Shooting Sports  Open to Returning Scouts		None	Class Size Limited to 16 Offered Per 1 or 2 or 3
Time	Robotics MB  @ Tech Center  Open to Returning Scouts	Returning without doing pre-req	Complete Req #6a or be prepared to do Req #6b (Robotics competitions)	Double Period Class Per 2 & 3
2	Rowing MB  @ Aquatics  Open to All Scouts	must be met before you signup for this badge	Needs to be classified as a Swimmer.  Bring footwear that can get wet.	Badge could be challenging for small frame boys  Offered Per 1 or 3
	Scuba Diving MB  @ Aquatics  Open to Scouts 13 and older	PARTIAL without doing pre-req	See SCUBA description on page 36 for details	
	Sculpture MB  @ Craftshop  Open to Returning Scouts	Returning for 2018	None	Offered Per 1

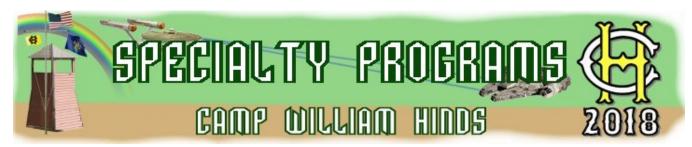
	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
SAIR	Search and Rescue MB  @ Scoutcraft  Open to Returning Scouts	Returning for 2018	None	Offered Per 1
C Company	Shotgun Shooting MB  @ Shooting Sports  Open to Scouts 13 and older		Must be at least 13 years old. Preferred that they already have Rifle Shooting MB	Single Period Class Offered Per 1 or 2 or 3 Class Size Limited to 6
(Z)	Signs, Signals, and Codes MB  @ Scoutcraft  Open to Scouts 13 and older	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.
GREEN STATES	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
1000	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 (<a href="www.skindiversparadise.com">www.skindiversparadise.com</a>). 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 public/private beaches, camps and YMCA's.

**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.



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.

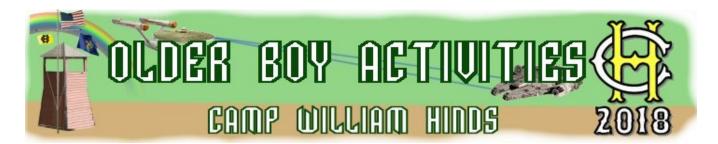


#### Sign Up:

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.



We are offering two sessions of the program. Session 1 spans from week 1 (July 8th) thru week 3 (July 27th). Session 2 runs from week 4 (July 29th) thru week 6 (August 17th). CITs will be dismissed from a week of camp at around 9 p.m. on Friday, have Saturday off, and will need to be back to camp on Sunday at 11:29 a.m (we can make accommodations for church services).



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.

## Kayaking BSA | Age 13+

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

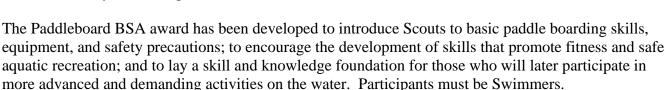
The Snorkeling BSA award introduces Scouts and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling; encourages the development of aquatics skills that promote fitness and recreation; and provides a foundation for those who later will participate in more advanced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



## 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 2:00-5:00pm Wednesday & Thursday 2:00-5:00pm

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 28<sup>th</sup>. Rouse Island Overnight is \$150.00 early bird and \$175.00 after April 28<sup>th</sup>.

**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!
- Mever 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 craft

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.

## 1<sup>st</sup> & 2<sup>nd</sup> 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:

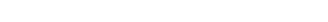
8a. Tell what precautions must be taken for a safe swim

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)

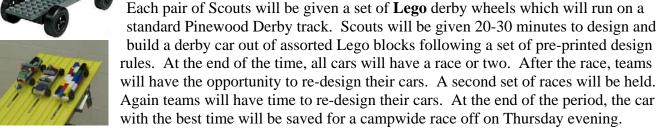
This will be in the same vein as the great egg drop challenge but these activities will be much more involved. The actual challenge given to the patrols (or small groups) will be a surprise. Patrols will be given supplies and a challenge to complete before the end of the time period. Can your patrol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



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

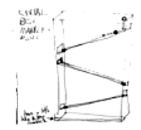
marshmallow needs to be on top.

## 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<sub>2</sub> 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. <u>Everyone in camp must attend.</u>

#### **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."



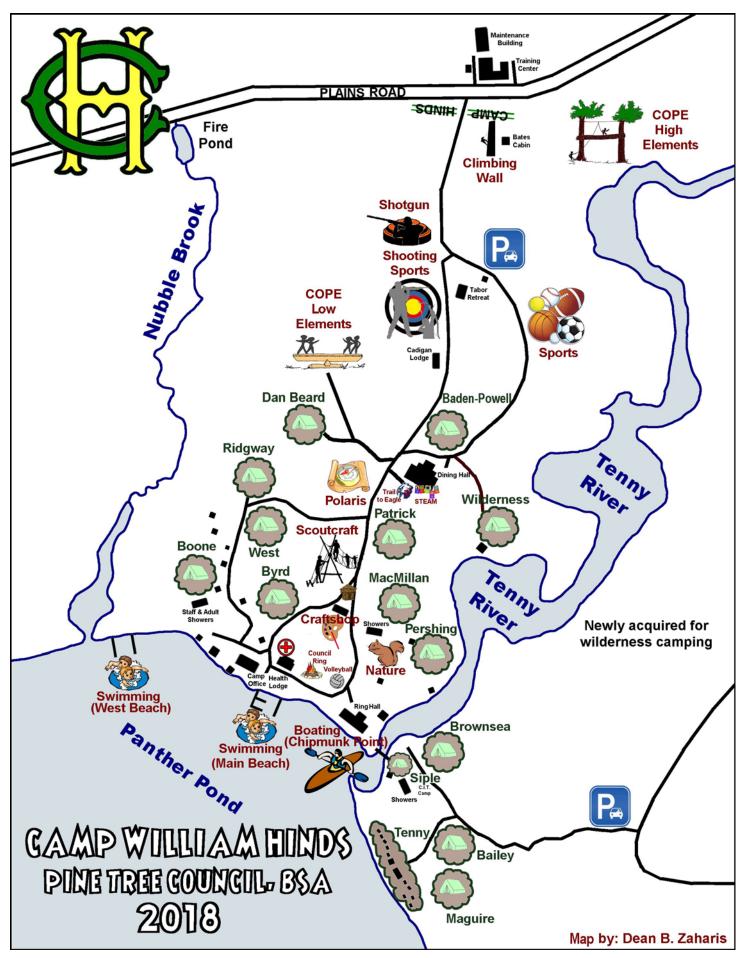
#### **Brotherhood Conversions**

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.





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

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

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



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

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

## **Program Groups**

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



## **Advancement and Offerings**

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

## **Activities just for fun and Adventure:**

These activities are automatically in your schedule.

#### **Aquatics:**

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

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

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



#### **Archery & Pellet Rifles:**

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

#### **Sling Shots and Sports:**

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

## **Activities for Advancement:**

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

## **Program Sign-up**

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

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



Camp William Hinds 146 Plains Road Raymond, ME 04071

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



## **Webelos Advancement Choices**

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

**Arrow of Light Advancement Choices** 

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

#### **CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE**

## **DAY 1** Sunday, Aug 12, 2018

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

#### DAY 2 Monday, Aug 13, 2018

DAY 2	Monday, Au	g 13, 2018					
6:30 AM	Polar Bea	r Swim (Option	nal)				
7:00 AM		Rise and Shine	)				
7:10 AM							
7:30 - 8:15 AM	Breakfast	and Dining Ha	II Program				
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
8:30 - 9:15 Pellet Range	8:30 - 9:15 Archery	8:30 - 9:55 Aquatics	8:30 - 9:55 Aquatics	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1	8:30 - 10:05 Achievement Per 1
9:20 - 10:05 Archery	9:20 - 10:05 Pellet Range	Swimming & Boating	Swimming & Boating	(1:35)	(1:35)	(1:35)	(1:35)
10:20 - 11:45 Aquatics	10:20 - 11:45 Aquatics	10:10 - 10:55 Pellet Range	10:10 - 10:55 Archery	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2	10:15-11:50 Achievement Per 2
Swimming & Boating	Swimming & Boating	11:00 - 11:45 Archery	11:00 - 11:45 Pellet Range	(1:35)	(1:35)	(1:35)	(1:35)
12:15 - 1:00		Dining Hall					
1:00 - 1:45	Siesta						
000::5							
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
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2:00 - 3:35 Achievement	2:00 - 3:35 Achievement	2:00 - 3:35 Achievement	2:00 - 3:35 Achievement	2:00 - 2:45	2:00 - 2:45	2:00 - 3:25	2:00 - 3:25
2:00 - 3:35 Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 3:35 Achievement Per 4	2:00 - 2:45 Pellet Range 2:50 - 3:35	2:00 - 2:45 Archery 2:50 - 3:35	2:00 - 3:25 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming
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2:00 - 3:35 Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5	2:00 - 3:35 Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5	2:00 - 3:35 Achievement Per 4 (1:35) 3:45-5:20 Achievement Per 5	2:00 - 2:45 Pellet Range  2:50 - 3:35 Archery  3:50 - 5:15 Aquatics Swimming	2:00 - 2:45 Archery  2:50 - 3:35 Pellet Range  3:50 - 5:15 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Archery
2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Waiter's C	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Call (In Uniforms)	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)	2:00 - 2:45 Pellet Range  2:50 - 3:35 Archery  3:50 - 5:15 Aquatics Swimming & Boating	2:00 - 2:45 Archery  2:50 - 3:35 Pellet Range  3:50 - 5:15 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Archery
2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Waiter's C Retreat – Theme Di	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Call (In Uniforms) nner and Dining	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)	2:00 - 2:45 Pellet Range  2:50 - 3:35 Archery  3:50 - 5:15 Aquatics Swimming & Boating	2:00 - 2:45 Archery  2:50 - 3:35 Pellet Range  3:50 - 5:15 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Archery
2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  5:40 PM 5:45 PM 6:00 PM 7:00 PM	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Waiter's C Retreat – Theme Di All Camp	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)  Call (In Uniforms) nner and Dining	2:00 - 3:35 Achievement Per 4  (1:35)  3:45-5:20 Achievement Per 5  (1:35)	2:00 - 2:45 Pellet Range  2:50 - 3:35 Archery  3:50 - 5:15 Aquatics Swimming & Boating	2:00 - 2:45 Archery  2:50 - 3:35 Pellet Range  3:50 - 5:15 Aquatics Swimming	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Pellet Range	2:00 - 3:25 Aquatics Swimming & Boating 3:40 - 4:25 Archery
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## **CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE**

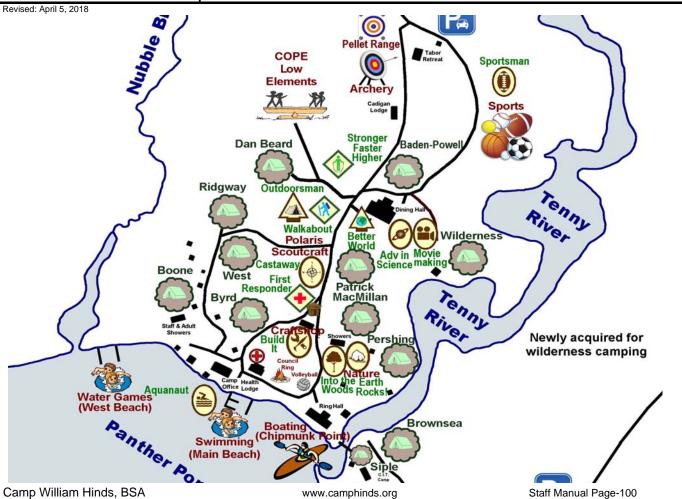
DAY 3 Tuesday, Aug 14, 2018

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

#### **CAMP WILLIAM HINDS - 2018 - SAMPLE WEBELOS SCHEDULE**

DAY 4 Wednesday, Aug 15, 2018

6:30 AM Polar Bear Swim (Optional)							
7:00 AM	7:00 AM Reveille (Rise and Shine)						
7:10 AM	Waiter's C	all					
7:30 - 8:15 AM	Breakfast	and Dining Hal	l Program				
8:15 - 9:00 AM	Campsite	Clean-up / Pacl	k-up Gear				
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H
9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 4	9:00 - 10:10 Achievement Per 1			
(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)
10:20-11:30 Achievement Per 6  10:20-11:30 Achievement Per 6  10:20-11:30 Achievement Per 6  10:20-11:30 Achievement Per 6  10:20-11:30 Achievement Per 3  10:20-11:30 Achievement Per 3  10:20-11:30 Achievement Per 3  10:20-11:30 Achievement Per 3							
(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)	(1:10)
11:45 AM	Closing Co	eremony at Flag	gpole				
12:00 PM		fe trip home					





# EVENINGS AT CAMP CAMP DILLIAM HIDDS



#### **Day 1 Sunday**

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



#### Day 2 | Monday | All Camp Event

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

#### Day 3 | Tuesday | Open Areas

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

#### **Aquatics:**

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



# CTIME ING

#### **C.O.P.E & Climbing:**

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

#### **Craftshop:**

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





#### **Nature:**

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



#### **Polaris:**

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

#### **Scoutcraft:**

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





#### **Shooting Sports:**

The Archery and Pellet Rifle Ranges will be open



#### **Sports**

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



#### **STEAM**

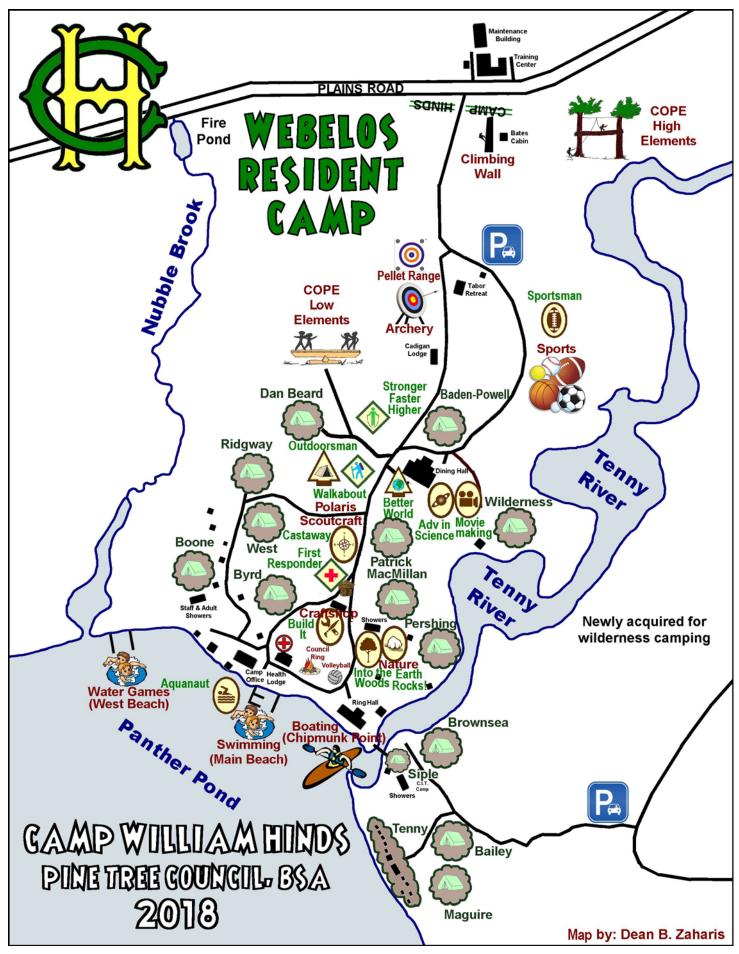
Sure you have built Pinewood Derby Cars but have you tried to build one out of Legos which will run on a standard Pinewood Derby track? You challenge is to design and build a derby car out of assorted Lego blocks following a set of preprinted design rules. Now race your car against others. After the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

Trail to Eagle

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









# EDABLED CAMP



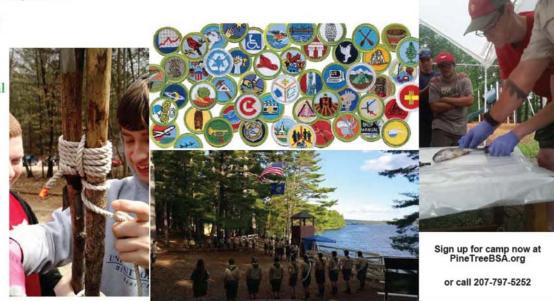
## CAMP WILLIAM HIDDS

## **Boy Scouts Enabled Camp**

at Camp Hinds

This is an opportunity for the Pine Tree Council to better accommodate our scouts who have special needs. We will be providing great staff ratios thanks to our many able volunteers.

SCOUTS! Please sign up as early as possible so that we can respect and anticipate your needs and interests.



## CAMP HINDS - SCHEDULE 2018 Enabled Week

	Wednesday	Thursday	Friday	Saturday
7:00		Reveille	Reveille	Reveille
7:30		Breakfast	Breakfast	Breakfast
8:30				
9:00 - 9:50		Activity 1	Activity 1	Activity 1
10:00 - 10:50		Activity 2	Activity 2	Activity 2
11:00 - 11:50		Activity 3	Activity 3	Departure
12:15		Lunch	Lunch	
1:00 - 2:00	Leader's Meeting	Siesta	Siesta	
2:15 - 3:00	2 PM: Gate Opens, Move	T 0: 0	Rifle	
3:10 - 3:55	In, Med Checks, Swim	Tenny River Run	Archery	
4:05 - 4:50	Checks		Swimming	
5:45	Retreat			
6:00	Dinner in Dining Hall	Dinner in Dining Hall	Dinner in Dining Hall	
7:30	Campfire	Troop Activity	Campfire	

## Camp William Hinds Statement of Understanding

and obligations I have as a staff questions regarding these item the Camp Administration that o	have read and understand all the fmember at Camp William Hinds. s, I have asked them and have been also hereby a while on camp property, for the fult.	If I had any en given answers by agree to follow
obligations will result in discip	t failure to comply with these rule linary action, which might culmin ties if deemed severe enough base	ate in immediate
Staff Member's Print Name _		
Staff Member's Signature _		
Parent's Signature(s) (if Under 18)		
Date		

