

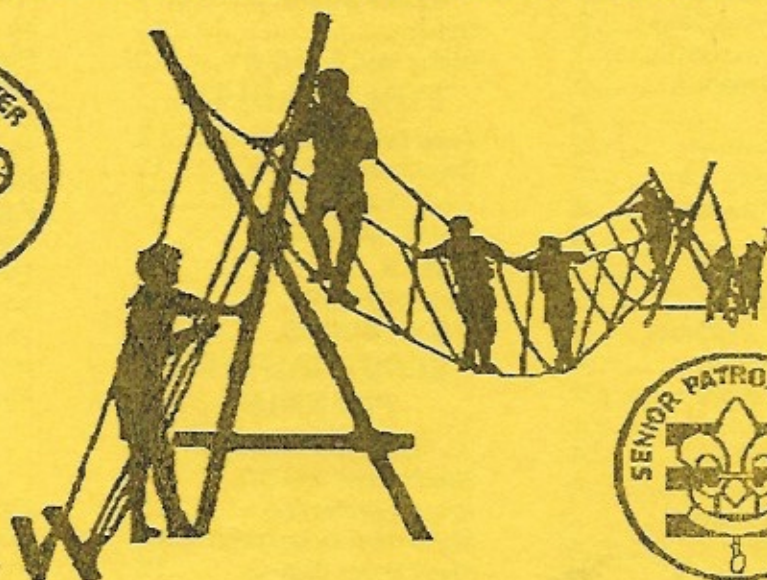
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DEAN

1990

Summer Camp Guide

A Guide for Scoutmasters and Senior Patrol Leaders



CAMP WILLIAM HINDS

Pine Tree Council, B.S.A.



1990 Camp Administration

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(Please duplicate for each Scout and his Parents)

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INFORMATION FOR PARENTS AND LEADERS

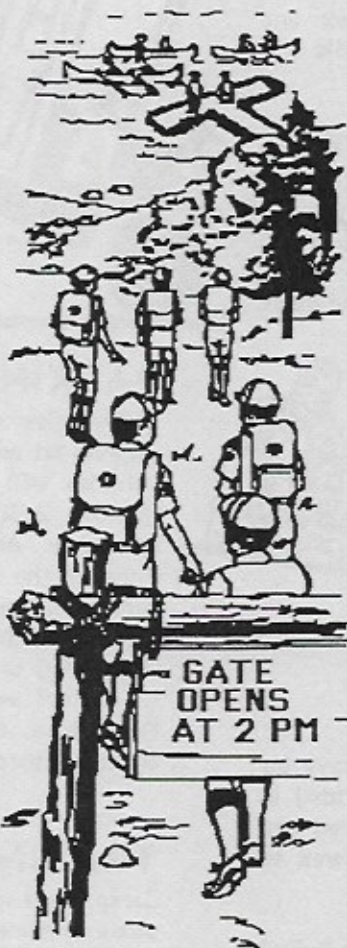
CHECK-IN:

The Camp Gate will be **locked** until 2:00 P.M. This will allow the staff adequate time to prepare for your arrival. You will be met by a Commissioner and Staff Guide upon arrival. Troops are encouraged to put *all* their gear, troop and personal, into one or two vehicles. These vehicles may be driven along the camp road for unloading, but must be moved immediately afterwards to designated parking areas. Passenger vehicles will be asked to park in the areas near the camp gate and Cadigan Lodge. This will help alleviate traffic congestion on the camp road. Troops assigned to Ridgway, Tenny, Maguire, Brownsea, Bailey, or Siple sites will be directed to a loading area where the Camp Truck will transport equipment to each site. NO private vehicles will be allowed down the Tenny or Ridgway Road or in the Dining Hall Area. Please co-operate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director **only**.

CHECK-OUT:

The camp week will officially end with the B-B-Q and campfire on Friday evening. Troops may depart directly following the campfire. Troops needing to stay over Friday night may do so with the permission of the Camp Director, but there will be no program Saturday morning.

Advancement packets will be distributed at the end of the campfire. Due to the amount of work necessary to get these packet together, no advancement forms



can be picked up prior to this time. We ask that troops leaving Friday night be ready for check-out inspection of their campsite immediately following the B-B-Q (7:00-7:15 PM).

Troops staying overnight should be packed and prepared to leave by 8:30 AM. We have between 200 and 300 Cub Scouts arriving each Saturday morning, so your co-operation is crucial.

MEDICAL FORMS:

In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of campers and adults. For all **RESIDENT CAMP** experiences (**Boy Scout Camp**, High Adventure, Webelos Overnight Camp, and the new Cub Scout Resident Camp), *all* boys **MUST** have an annual health history signed by parent or guardian accompanied by a medical evaluation completed within the last 3 years (as of check-in day) by a physician licensed to practice medicine. Any adult staying two nights or more **MUST** have a health history and physician's evaluation current within one year. Boys and adults attending Fun Pack Week-ends or Cub Scout Day Camp **MUST** have a completed health history. No physician's statement is required. All forms are available free of charge through the Council Office.

We ask that **all** troops send (or bring) their medical forms (even if there are one or two uncollected) to **Camp Hinds**, Box 446B Plains Road, Raymond, Maine 04071 at least **one week** prior to your arrival. This allows the nurse to double-check for missing signatures, alert cases, and to pre-prepare Buddy Tags. This will ultimately save *you* much time and trouble on Sunday. Troops complying with this request will be processed through the Health Lodge **before** troops that do not comply.

DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE !



INSURANCE:

Camp participants are responsible for their own health and accident insurance. We strongly recommend that each Pack and Troop carry their own policy. Details are available through the Council Office.

VISITORS/LEAVING CAMP:

It is imperative that visitors (excluding check-in and Friday evening) check-in at the trading Post. Adult leaders who plan to leave camp during the week should notify the Camp Office. Scouts leaving camp must sign out at the Trading Post/Office.



VISITORS DAY AND CHICKEN B.B.Q.

Parents and visitors are asked to leave by 4:30 P.M. on Sunday afternoon. Friday is parent's night. Parents will be allowed into camp at 5:00 P.M. and will be allowed to stay through the campfire.

Scoutmasters are requested to make B-B-Q reservations and payments on Sunday, with a deadline of Wednesday noon. Tickets will be on sale at the Trading Post Sunday. The price is \$4.50 per person. (Scouts & Leaders attending Camp for the week - Free) Please encourage *all parents* to attend the B-B-Q and Campfire. Parents are allowed into camp on Saturday morning to assist with packing and check-out for those units staying overnight Friday.



PARKING AND VEHICLES:

All vehicles **must** be stored in the visitor's parking lot near MacMillan campsite. Troop vehicles will be allowed to load and unload (Sunday 2:00 - 4:30, Friday evening, and Saturday AM.) along the camp road, although the Tenny and Ridgway Roads will remain closed. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to increase camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged through the Camp Director.

TRADING POST:

Camp Hinds maintains a well stocked camp store to serve everyone who is staying or just visiting camp. Stock items include Scouting literature, Merit Badge pamphlets, camp T-shirts, patches, neckerchiefs, mugs, cold drinks, snacks, and program materials needed for completion of certain merit badges.

MARK ALL EQUIPMENT:

Scouts should put their name on every item they bring to camp. Each year there is a host of items lost and unclaimed. A Scout is thrifty - and if all items are clearly marked with owner's name, thrift can be practiced.



WHAT TO BRING TO CAMP:

Personal Gear:

Scout Uniform (extra parts)
Extra pants & socks & shirts
Extra underwear, Extra Towels
Extra shoes, Rain Gear, Pillow
Sleeping bag or Blankets, Swim suit
Cook kit and knife, fork & spoon
Flashlight with extra batteries
Jacket or sweater
toilet articles, Scout Handbook
paper & pen/pencils for Merit Badge work

Optional Personal Gear:

Camera, Film, Songbook, Watch,
Money for Trading Post, Musical
instrument, Insect Repellent (NO sprays
Please), Drinking Cup, Laundry Bag
Fishing Gear, Sun Tan Lotion
Stationery & stamps, pajamas
Bible or Prayer Book
Sports equipment (gloves, etc)



CAMP HINDS SUMMER SCHEDULE:



Week #	Dates	Regular Activity	Specialty Camps
1	July 1-6	Troop Camping	Cycling Trek & BSA Lifeguard Week
2	July 8-13	Troop Camping	Provisional Camping
3	July 15-20	Troop Camping	Provisional Camping
4	July 22-27	Troop Camping	Provisional Camping
5	Jul 29-Aug 3	Troop Camping	Provisional Camping
6	Aug 5-10	Troop Camping	Aquatics Camp & Provisional Camping
7	Aug 12-17	Webelos Week	Trail to Eagle

CAMP FEES:

The following are the 1990 Camp fees:

Troop Camping	\$100.00
Provisional	\$105.00
Speciality Camps	
Cycling Trek	\$105.00
BSA Lifeguard	\$105.00
Trail to Eagle	\$105.00
Aquatics Week	\$105.00

EARLY BIRD SPECIAL:

Early Bird special: A \$10.00 discount will be given on all fees paid in full by May 15th.



STAY-OVER FEES:

For Scouts staying in camp for the weekend between two weeks, the fee is \$10.00 to cover food expenses. There is no specific program for these Scouts, so they are encouraged to go home for the weekend if at all possible.

CAMPERSHIPS AVAILABLE:

It is the policy of the Pine Tree Council to provide assistance to Scouts who would not be able to attend camp without financial aid. A number of partial camperships will be granted this summer. A confidential campership application form is available by contacting the Council Service Center or you may duplicate the form at the end of this manual locally.





RELIGIOUS OBLIGATIONS:

There will be a brief non-denominational service during each week, on Tuesday evening directly following dinner. All Scouts and Scouters are **strongly** encouraged to attend.

RIFLE RANGE TARGETS:

Scouts and troops are reminded that they need to purchase rifle range targets at the Camp Trading Post before going to the rifle range. This includes targets for troop shoots, merit badge work, open shooting, and Troop rotation periods.



TELEPHONE:

Camp telephone number for in-coming calls is (207) 655-4878. There is a pay phone available for adults. Scouts are strongly discouraged from phone use, and must have a note from their Scoutmaster.

MAILING ADDRESS:

Scout _____
Troop _____ Campsite _____
Camp William Hinds Box 446B Plains Road
Raymond, Maine 04071

MAIL:

Out-going mail should be placed the the mail box outside the Health Lodge. In-coming mail arrives at camp in late afternoon and may be picked-up by the Adult leader at the Trading Post.

SPECIAL OPPORTUNITIES:

CYCLING TREK:

This program will take place during the week of July 1-6 and is open to Scouts who will be at least 12 years of age by June 1st. Imagine a bicycle trip lasting four days, and covering 200 miles through some of the area's most beautiful side roads. After a first day including instruction from experts on bike safety and maintainance, and a 15 mile shake-down ride, the Scouts will leave Camp Hinds for Camp Gustin in Sabattus where they will be re-supplied for their first evening. Leaving Gustin, they will head off to Camp Bomazeen for their second night. The third day will be spent peddling to Augusta where they'll tour the state house and other interesting sites and spend the night near Gardiner. The final leg will bring the group back to Camp Hinds for the Chicken B-B-Q and Friday night campfire. Scouts must supply their own bicycle, which **must** be full-sized and must pass a comprehensive safety inspection. Scouts will also need one extra tire in case of a blowout and any safety gear they desire. A light day pack or fanny pack will be needed to carry necessary supplies. Major equipment and food will be trucked to each evening's destination.



B.S.A. LIFEGUARD WEEK:

B.S.A. Lifeguard is a three year certification recognized in most states, including Maine, for persons wishing to work at public beaches or summer camps. It is roughly equivalent to, and in many ways more comprehensive, than the Red Cross Senior Lifesaving program. The Boy Scouts also require that a B.S.A. Lifeguard (or equivalent) be present at all troop or pack swimming, canoeing, or other aquatic events. Because of the intensity of the program, Camp Hinds is offering a special session for Scouts interested in this award during the week of July 1-6. Other than this week and Aquatics week, B.S.A. Lifeguard will not be a regular program feature at camp this summer. This award is also available to adults. For this program only, we will accept camper registrations from adults. Prerequisites needed for B.S.A. Lifeguard include, Swimming, Lifesaving, Rowing, Canoeing, and First Aid Merit Badges. Adults must be able to pass all the requirements for those badges.



PROVISIONAL CAMPING:

Dates: July 8-13, July 15-20, July 22-27, July 29-August 3, and August 5-10

Not all Scout troops can go to summer camp or 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 through out the area. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making new friends from around the council. This program is a great way for boys to spend an extra week at camp after their own 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 and some other extra activities available only to provisional campers.



AQUATICS CAMP:

For Scouts who have a special interest in waterfront activities, Camp Hinds' Aquatic Week is the chance of a Scouting lifetime. This program is open to Scouts who will be 12 years old or older by June 1st and is held during the week of August 5-10. Emphasis is on all aquatic skills. Participants have the opportunity to work on any of the aquatics merit badges or B.S.A. Lifeguard and will earn a special Aquatics Patch. They will also be exposed to motor boating, water-skiing, snorkeling and distance swimming. An overnight canoe trip or at least one aquatics related field trip will be featured.

Applicants must already have Swimming Merit Badge.





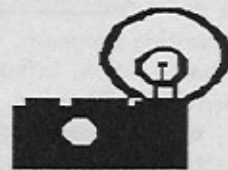
CAMP STAFF AND CIT PROGRAM:

Camp Hinds has openings for Scouts who will be 16 by July 1st and are interested in serving on the paid Camp Staff. There are also openings for Scouts who will be 15 by July 1st and are interested in becoming a Counselor in Training. Call the Council Office at 797-5252 for an application form.

TRAIL TO EAGLE WEEK:

During the week of August 12-17, a special Trail to Eagle Advancement Camp will be offered once again. Open to only Scouts who are First Class, Star, or Life; and who are **at least 13 years old** as of June 1st.

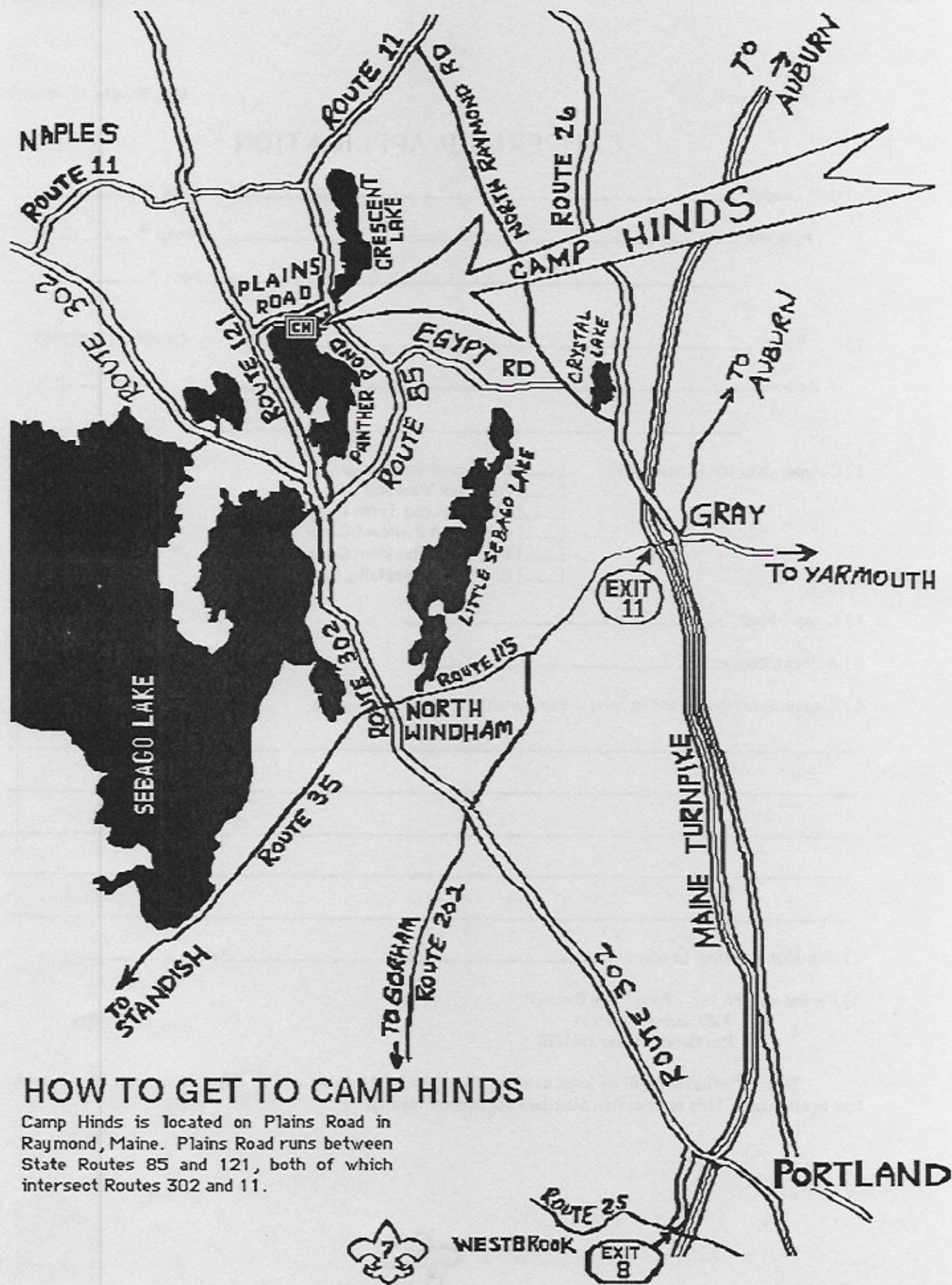
This is an intensive advancement program with most Eagle Required badges offered: Camping, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, Emergency Preparedness, Environmental Science, First Aid, Lifesaving, Personal Fitness, Personal Management, Safety, and Swimming. Scouts should be aware that these badges require preparation before camp (ie. - Personal Management requires a 90 day budget) The regular camp Merit Badges and troop programming will **NOT** be offered this week.



NEW FOR 1990: TROOP PHOTOS

This year we will be having a photographer coming into camp to take troop pictures. At printing time, all the details are not firm but what we anticipate is that troop pictures will be taken Monday during siesta. They will be processed and returned to us before the end of your stay in camp. The photos are 8 x 10 color prints in a gray frame. Each troop needs to collect money from their Scouts and turn it into the trading post on Sunday. The anticipate that the cost will be about \$5.00 each. More details will follow at a later date.





HOW TO GET TO CAMP HINDS

Camp Hinds is located on Plains Road in Raymond, Maine. Plains Road runs between State Routes 85 and 121, both of which intersect Routes 302 and 11.

CAMPERSHIP APPLICATION

1) Unit Leader _____ Pack # _____
 Address _____ Troop # _____
 _____ Post # _____

2) Youth _____ CAMP ATTENDING
 Address _____ Hinds [____]
 _____ Bomazeen [____]

3) Campership for (Check one): [____] Cub Scout Day Camp Day Camp [____]
 [____] Fun Pack Weekend
 [____] Webelos Long Term Camp
 [____] Cub Scout Resident Camp
 [____] Boy Scout Resident Camp
 [____] Boy Scout Specialty Camps

4) Camp Dates: _____

5) Amount Requested: _____

6) Please describe **briefly** why a campership is requested:

7) Signature of Unit Leader: _____ Date: _____

8) Please return to: Pine Tree Council
 125 Auburn Street
 Portland, Maine 04103

This information will be kept confidential. The Unit Leader will be notified as soon as a decision has been made. This application may be reproduced locally.



CAMP HINDS POLICIES AND REGULATIONS

ADULT LEADERSHIP:

B.S.A. policy requires that each unit have a minimum of TWO adults present in camp at all times. One may be between 18 and 21 years old. Women are now allowed to be Scoutmasters and Assistant Scoutmasters, and as such will certainly be welcomed as unit leaders at camp.

LIQUOR/DRUGS:

Persons possessing or drinking alcoholic beverages will be asked to leave camp immediately. Persons in possession of illegal drugs will be reported to the State Police.

SMOKING:

Smoking by adults will be in designated areas only. The campfire area in your campsite and the Scoutmaster's Lounge in the Rec Hall have been designated as adult smoking areas. The Dining Hall, Trading Post, Program Areas, and Tents are off limits! Smoking by youth is prohibited. Please field strip all butts. Aid us in setting the example and maintaining fire safety.

CAMP PROPERTY:

Damage to camp property will be billed to the troop, likewise any tools or equipment signed out to the troop or troop member and not returned will be billed to the troop.



DISCIPLINE:

The Scoutmaster is in charge of his troop at all times and is responsible for the conduct and discipline of his Scouts. The Camp Administration will assist if asked, and will intervene in special circumstances.

INITIATIONS AND HAZINGS:

This does **not** belong in a Scout Camp. Scout Leaders will see to it that **all** new campers are properly oriented and assisted to get the most out of their camp experience. Under B.S.A. policy, these situations may be regarded as child abuse, and will be dealt with as such.



HOMESICKNESS:

While there is no "cure" for homesickness, we do have some hints for leaders:

- 1) Do **NOT** allow suspected homesick cases to use the telephone.
- 2) Utilize the camp administration and camp nurse, who have been trained in this area. We will be GLAD to help!
- 3) Do not belittle homesick Scouts.
- 4) Do not allow homesick Scouts to stay in your tent! This is for your protection as well.

Our philosophy is that living away from home is a learning experience in itself. Although homesickness is a terrible feeling, we don't want any Scouts to "fail" that experience. Working together, we can avoid any Scouts leaving camp early.



WATERFRONT RULES:

These are posted at the Aquatic Areas for everyone's protection and must be strictly adhered to. Aquatic Facilities are for the use of Registered Scouts and Leaders. All participants must have a signed medical form and take the swimming classification test.



SAFE SWIM AND SAFETY AFLOAT CERTIFICATION:

All adults are required by the Boy Scouts of America to take these brief but required orientation sessions **EVERY YEAR**. An increasing number of aquatic accidents on troop trips is the basis for this rule. This course will be held on Monday afternoon at 4:00 at the waterfront.

ITEMS NOT ALLOWED IN CAMP:

Sheath Knives, Fireworks, Rifles, Handguns, Shotguns, Ammunition, Bows, Arrows, Televisions, and Pets are not allowed in camp under any circumstances. Radios, including walkmans, are allowed in campsites only, with the Scoutmaster's permission. Insect **Sprays** are discouraged as they damage tents. Personal firearms, and ammunition, (including bows and arrows) are prohibited.



FIRE PREVENTION:

Care should be exercised around the campsite in the use of matches and fuels. No flames of any type are permitted inside tents. Use the Troop Fire-Guard Plan in your campsite.

LIQUID FUELS:

Permission to use liquid fuels stoves or lanterns **must** be obtained from the Camp Director. This is a National Regulation. All fuel containers must be stored by the ranger. Propane may be used when underwriter approved cylinders are used. **Do not** place empty containers in the dumpsters.

HEALTH AND SAFETY:

Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents and illnesses are to be reported to and treated by the Camp Nurse **ONLY**.



MEDICATIONS IN CAMP:

Pine Tree Council makes a concerted effort to comply with State of Maine and B.S.A. laws and regulations on this subject. With that in mind, all medications brought to camp by campers, leaders, and staff **MUST** be given to the camp nurse upon arrival at camp. This includes prescription and no-prescription items. The camp nurse is available 24-hours a day to administer medications as needed. This is not optional.

LOST AND FOUND:

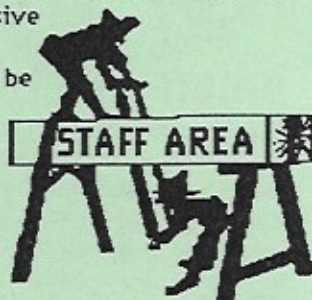
A lost and found box will be maintained at the Trading Post.

SLEEP:

Particular emphasis is placed on providing every Scout with adequate sleep every night. It is the responsibility of the Scoutmaster to see that his campsite is a courteous one. Rowdiness and excessive noise after Taps and before Reveille will not be permitted.

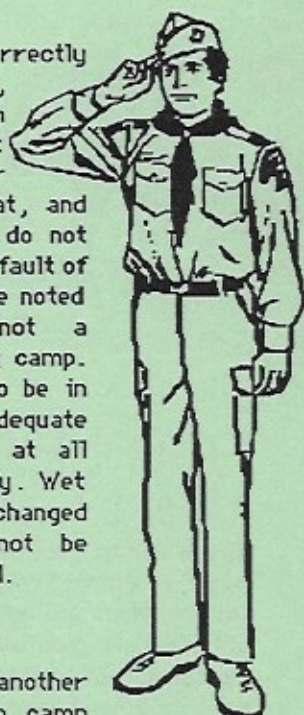
OFF LIMITS:

Staff housing and the kitchen are off limits to Scouts and leaders.



UNIFORM:

The Scout Uniform, correctly worn, is proper any time, but required (with exception of boys that don't own a uniform) for the evening meal, retreat, and campfires. Some Scouts do not have a uniform through no fault of their own, and it should be noted that a uniform is not a prerequisite for attending camp. Leaders are encouraged to be in uniform as well. Adequate footwear must be worn at all times as a matter of safety. Wet bathing suits should be changed immediately, and will not be permitted in the Dining Hall.



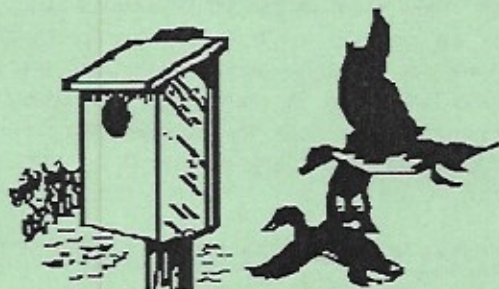
TALLY SYSTEM:

Anyone who observes another person throwing litter in camp and who picks it up and returns it to the offender is due a similar brand-new item from the litter bug. (ie. a candy wrapper earns a candy bar -- a cup earns a soda). This applies to staff and adult leaders as well. Let's keep our camp CLEAN!!!

CAMP WIDE GOOD TURNS:



A Scout is Clean. Each day troops are asked to police or clean-up various areas of camp on a rotating schedule. We ask that you assign a patrol to do your good turn each day directly after lunch.



CONSERVATION:

Please be careful of trees in camp. Please do not permit Scouts to cut live trees. Trees can be pruned of dead branches. Tools can be obtained from the Nature-Conservation Area.

VISITING PROGRAM AREAS:

We invite and encourage Scout leaders to visit the program areas and talk with merit badge counselors about the progress of their Scouts. Past experience has shown that troops with the best advancement records have adults visit all program areas each day to make sure their Scouts are where they are supposed to be. The Advancement Periods Attendance Chart for Troops can be used to assist you in keeping track of your Scouts. You will find this form at the end of this manual.

LIFEGUARDS & LEADER SWIMS:

This year we will be asking Scoutmasters to volunteer to be lifeguards for the general swims. YOUR help is needed, please volunteer! We would like to remind Scoutmasters and adult leaders that they may go swimming with their Scouts during general swims OR they may go to staff swims. This way, all leaders should get the opportunity to swim.



SHOWERS:

Comfortably warm showers are available for campers near the Nature area. A new shower facility for leaders is planned in the near future, however, until then, ADULTS should use the staff shower behind the kitchen. Please avoid using the staff shower directly after meals as the hot water is needed by the dish washer. Staff and adults should NOT be using the camper shower.





DINING HALL:

On Sunday afternoon, your troop will be assigned to tables in the dining hall. This assignment is made by the camp administration based on your troop roster. It is extremely important that your roster is accurate including the adults that will be in camp. Eight people will generally be assigned to each table, consisting of one adult from your troop, one camp staff member, and six Scouts. We ask that you don't have more than one adult per table unless you have more adults than tables. In many cases, one of your tables will be shared with another troop. The camp staff member will serve as the table leader and host. At Camp Hinds we use the Host and Waiter system. On Sunday each troop needs to assign **experienced** Scouts to serve as the first waiters for each of your tables. The table leader should assign Scouts to serve as waiter for the remainder of the week. A waiter serves for three meals (dinner, breakfast, and lunch). The waiters are to report to the dining hall 15 minutes before the meal to set the table, they are the only ones to go to the kitchen during the meal to get seconds or dessert, and they stay after the meal to clear the table and sweep the floor. When the table is set, the plates are stacked in front of the staff member, who serves as host. The host is responsible for dishing out the food and making sure that everyone gets a helping of everything. The host gets served last.

FOR LEADERS CAMP EVALUATION FORMS:

At the end of each week Scoutmaster's will be given a "Camp Evaluation" form to complete. Scoutmasters are asked to meet with the other ADULTS that spent the week at camp and fill out the form. The information on these forms is very important to us, we use this as a basis for making changes (if needed), adding programs, or refining procedures for future weeks or next year. In response to Scoutmaster's concerns expressed on last year's Evaluation Forms we have made several changes including 1) Changing the Troop Rotation time from nine periods to eight periods to increase troop free time. 2) Keeping Commissioner run campsite inspections, and 3) Allowing Scouts/troops to pre-register for merit badges so that they can have additional troop time on Sunday evening.

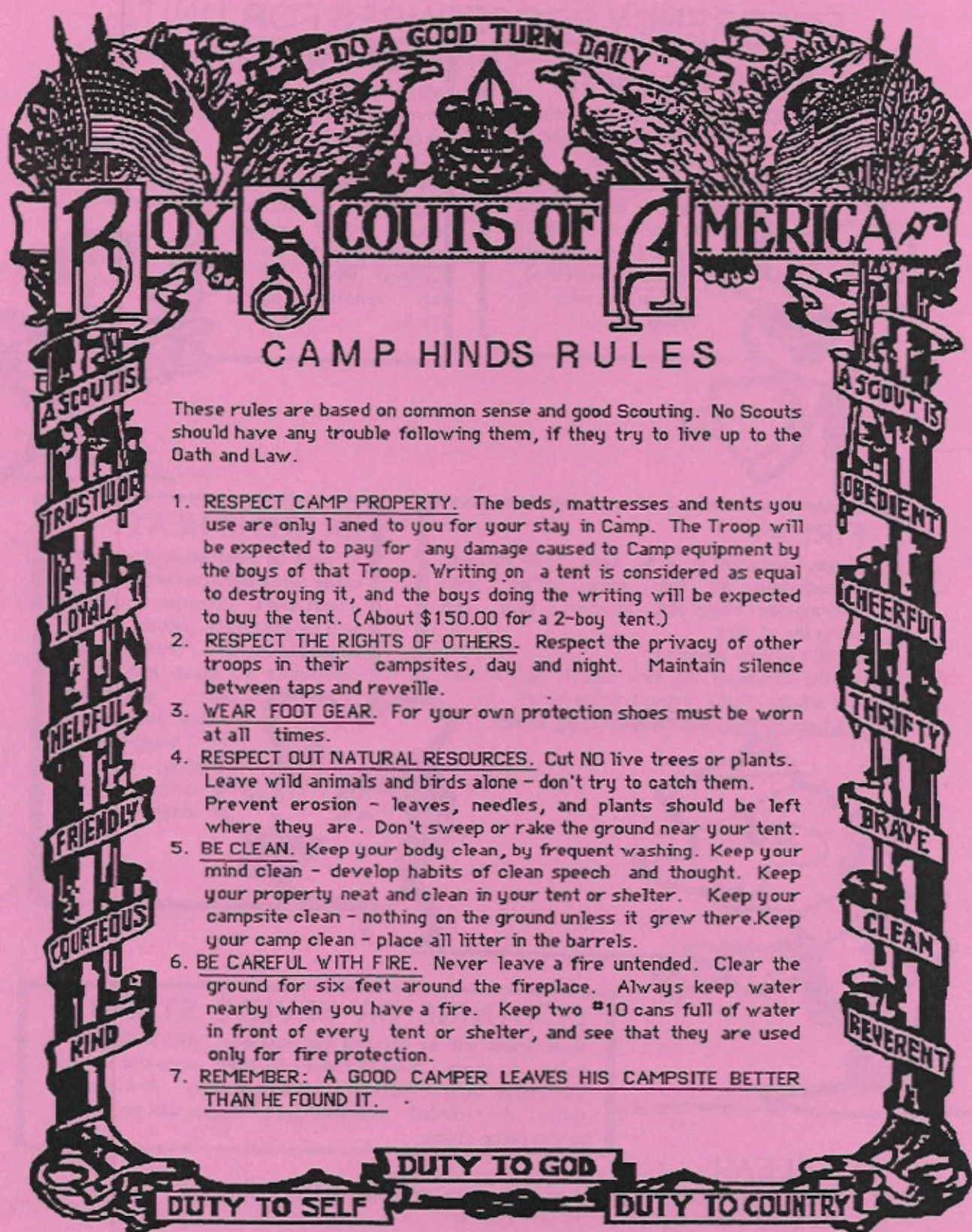
SCOUTMASTER LOUNGE:

A Scoutmaster lounge is maintained in the Rec Hall. This room is for Adult leaders only. You are welcome to come to the lounge to relax, have a cup of coffee and to visit with the other adults who are in camp. If you have any suggestions on how the lounge can be made better, we would appreciate in hearing from you.

ADULT CRACKER-BARREL:

There will be a cracker barrel (an informal get together) in the dining hall approximately 15 minutes after the Sunday night campfire. All adults in camp are invited to stop in and meet the other leaders who are in camp for the week. Please do not leave your site unsupervised.





These rules are based on common sense and good Scouting. No Scouts should have any trouble following them, if they try to live up to the Oath and Law.

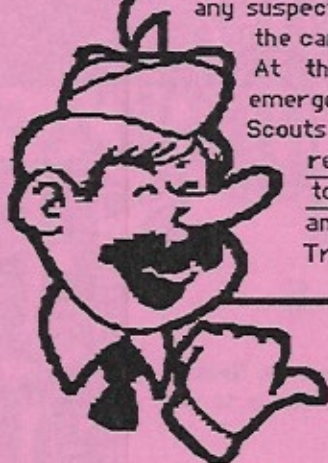
1. RESPECT CAMP PROPERTY. The beds, mattresses and tents you use are only loaned to you for your stay in Camp. The Troop will be expected to pay for any damage caused to Camp equipment by the boys of that Troop. Writing on a tent is considered as equal to destroying it, and the boys doing the writing will be expected to buy the tent. (About \$150.00 for a 2-boy tent.)
2. RESPECT THE RIGHTS OF OTHERS. Respect the privacy of other troops in their campsites, day and night. Maintain silence between taps and reveille.
3. WEAR FOOT GEAR. For your own protection shoes must be worn at all times.
4. RESPECT OUR NATURAL RESOURCES. Cut NO live trees or plants. Leave wild animals and birds alone - don't try to catch them. Prevent erosion - leaves, needles, and plants should be left where they are. Don't sweep or rake the ground near your tent.
5. BE CLEAN. Keep your body clean, by frequent washing. Keep your mind clean - develop habits of clean speech and thought. Keep your property neat and clean in your tent or shelter. Keep your campsite clean - nothing on the ground unless it grew there. Keep your camp clean - place all litter in the barrels.
6. BE CAREFUL WITH FIRE. Never leave a fire untended. Clear the ground for six feet around the fireplace. Always keep water nearby when you have a fire. Keep two #10 cans full of water in front of every tent or shelter, and see that they are used only for fire protection.
7. REMEMBER: A GOOD CAMPER LEAVES HIS CAMPSITE BETTER THAN HE FOUND IT.

EMERGENCY PROCEDURES FOR UNITS

LOST CAMPER

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

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



LOST SWIMMER:

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

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



FIRE --

If you discover a fire, send TWO runners immediately to the camp office with information regarding location, type, and severity of fire.

Do NOT utilize vehicles.

At the Sound of the fire signal, ALL Scouts and adults MUST report immediately to the Council Ring and sit quietly by Troop.



EXTREME HEAT

In case of heat emergency, the camp administration will declare a heat alert. Vigorous activities will be cancelled. Adults will be reminded to watch for symptoms of heat exhaustion and sunstroke. Watch your Scouts for inappropriate clothing, and for adequate fluid intake.



LIGHTNING OR SEVERE STORM --

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

ALL CLEAR --

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



SCOUTMASTER'S PLANNING INFORMATION



SCOUTMASTER AND SPL PRE-CAMP MEETING:

Scoutmasters are expected to attend the Pre-Camp meeting which will be held at 12:30 p.m. on each Sunday, prior to the 2:00 p.m. check-in. The adult who will have the primary responsibility for the troop in camp should attend, along with the camp S.P.L.; other adults may attend, but please, no other Scouts. This meeting will be held at the Rotary Training Center. No meal will be served. Agenda will include: Troop Program Planning, Camp Rules, Emergency procedures.

Please bring your completed copy of the "SPL's Troop Planning Sheet", troop roster, and this manual.

WATERFRONT ORIENTATION:

A brief waterfront orientation for all Scouts and their Leaders will be held immediately following dinner on Sunday evening.

MERIT BADGE AND SPECIAL AWARD SIGN-UP:

Scouts/Troops will have TWO options for signing-up for Merit Badges. You may either pre-register by mail or at the Merit Badge Sign-up at camp on Sunday evening. Using one of these two methods will eliminate any confusion on Monday morning. In order to sign-up for Merit Badges, special awards, or individual activities this year, each Scout must complete a copy of the "Merit Badge Registration Form" included in this manual (page 45) and have it signed by his Scoutmaster. Copies of this form may be obtained from the Council Service Center or duplicated locally by the troop. Scouts planning to take Novice or Beginner Swimming

Instructions, Basic Scout Skills, Mile Swim, Snorkeling BSA, and CPR must also sign-up for these activities.

USE OF BLUE CARDS IS OPTIONAL:

The use of blue cards will be optional. If your troop decides to use blue cards, they must be stapled onto the backside of the Scout's "Merit Badge Registration Form" at the time he registers. **All information** on all three parts of the blue card, except the counselor's name, signature, and dates must be filled-in prior to the Merit Badge sign-up. Blue Cards are available at the Council Service Center or at the camp Trading Post at the standard cost of five cents each. Troops who decide NOT to use blue cards, will be able to use the Troop Copy of the Camp Hinds Merit Badge Record Sheet as their official proof of a Merit Badge completion or partial. These are the same forms that we have used during the last three summers.

MERIT BADGE SIGN-UP BY MAIL:



Troops will have the opportunity to pre-register part or all of their boys for Merit Badges by mail. To do this, have each Scout fill out a copy of the "Merit Badge Registration Form" and have it signed by the Scoutmaster. If your troop decides to use blue

cards, staple them on the back of the form. Mail the forms to the **Council Service Center so that they arrive before June 15th**. Forms received after June 15th or not signed by the Scoutmaster will not be processed. If your Scouts pre-register, the Scoutmaster will receive a printed schedule sheet for each Scout and a copy of the Troop master schedule at the Scoutmaster's Planning meeting at 12:30 on Sunday. If you have additional boys that join your troop or decide to attend camp after you have mailed your pre-registration forms, they may sign-up for Merit Badges on Sunday evening. Troops who pre-register will be able to use the time between the waterfront orientation and the welcome campfire for troop activities.



MERIT BADGE SIGN-UP AT CAMP:

On Sunday evening, immediately following the waterfront orientation, a sign-up session for merit badges and other special awards and individual activities will be held in the Recreation Hall for Scouts/Troops who did not pre-register. All counselors will be stationed around the Rec Hall to sign-up Scouts for various badges and activities. Scouts should be counselled prior to the sign-up by their scoutmasters. Scouts **must have** a completed copy of the "Merit Badge Registration Form" from this manual with signed Scoutmaster approval in order to sign up for any merit badge. Scoutmasters should be on hand in the Rec Hall in case conflicts occur. This eliminates Scouts getting involved with an inappropriate badge. Blue cards will be optional as explained above. If a troop desires to use blue cards **all information** on all three parts of the blue card, except the counselor's name, signature, and dates should be filled-in prior to the Merit Badge sign-up. Blue Cards will be available at the camp Trading Post at the standard cost of five cents each.



SENIOR PATROL LEADER'S COUNCIL:

Each troop's Senior Patrol Leader is a part of the "Camp Senior Patrol Leaders' Council", which meets with the Program Director. If your troop's Senior Patrol Leader is unable to attend summer camp, your troop should select

a "Camp" Senior Patrol Leader. There will be a brief Senior Patrol Leaders' Council meeting **every day** at 12 noon under the tarp behind the Rec Hall. Each S.P.L. is **expected** to attend and **be on time**. At this meeting Camp Wide events are planned and other concerns will be addressed. Scoutmasters are excluded from this meeting.



RETREAT: Camp holds a formal Retreat ceremony daily at 5:45 (except Wednesday) at the waterfront. Please be on time so we can start on time and get to the dining hall by 6:00 PM. Your cooperation is needed. Scoutmasters are asked to remind their Scouts that this is one of the serious parts of camp and is not the time nor place for horse-play etc. A troop roll-call will be held at retreat, the **SPL** is expected to respond with:

TROOP *** ALL PRESENT OR ACCOUNTED FOR, SIR!**

or if everyone is in fact present:

TROOP *** ALL PRESENT, SIR!**

If any troop would like to furnish the color guards for retreat, the SPL should inform the Program Director.



TROOP AND PATROL COOKING:

Starting with Wednesday dinner, we will have troop/patrol cooking day. For three meals (Wednesday Dinner, Thursday Breakfast, and Thursday Lunch) troops or patrols will prepare their own meals. Included with your food will be enough food for your troop and TWO staff guests. If you plan to serve your meals at times other than 6:00 PM, 7:30 AM and 12:30 PM, please notify your staff guests so they can be there on time. The menus include:

MENU		
Wednesday Dinner	Thursday Breakfast	Thursday Lunch
One pot stew	Eggs	Subs w/ lunch meat,
Milk	Toast	cheese, tomatoe, onion
Bread & Butter	Cereal	lettuce, pickles, etc.
Dessert	Milk	Potato Chips
		Milk/Bug Juice
		Dessert

A set of "Food Pick-up" tickets and the names of your staff guests will be provided to you by your Camp Commissioner. Please send TWO Scouts to the kitchen with your Food Pick-up tickets to pick-up food at the designated time. Please return unused food, milk crates, and bug juice containers to the kitchen at the end of the meal. Because most of the kitchen crew is on day-off during the cook-out day, it is important that you observe the following times.

	Wednesday Dinner	Thursday Breakfast	Thursday Lunch
Food Pick-up	4:30-5:00 PM	6:30 AM	11:00-11:30 AM
Returns	7:00-7:30 PM	Before 8:30 AM	1:30-2:00 PM

We request that each troop bring whatever cooking equipment they possess for use during the cookouts, however, a limited amount of cooking gear will be supplied by the Commissioner Staff when necessary.

No individual plates, cups, or eating utensils will be provided. Cooking gear and cleaning supplies (scouring pads, etc.) for all three meals may be checked out at the old maintenance building near West campsite at the following time:

Pick-up	2:15-3:00 PM	Wednesday only	(For all three meals)
Return	2:15-3:00 PM	Thursday only	

The camp will provide charcoal, if needed, but no fluid. Use of fluid is strongly discouraged at Boy Scout Camps. Troops desiring charcoal may pick it up at the kitchen immediately after lunch on Wednesday afternoon.



CAMP PREPARATION CHECK LIST FOR TROOP LEADERS

- _____ Two copies of Roster of Leaders and Scouts by Patrol (Page 43)
- _____ All fees paid at the Council Service Center.
- _____ All Health & Medical Forms are mailed one week prior to camp.
PLEASE NOTE: FORMS are to be mailed to:
Camp Hinds Box 446B Plains Road Raymond, Maine 04071
DO NOT SEND MEDICAL FORMS TO THE COUNCIL OFFICE.
- _____ Transportation set.
- _____ All Patrol and Troop camping equipment inventoried and ready.
- _____ All program equipment inventoried and ready (See list below)
Include equipment needed for cookouts.
- _____ Suggested Troop Program ready (Pages 33-37 completed by SPL).
- _____ Counsel your Scouts for their advancement/merit badge program.
("Merit Badge Registration Form" page 45 completed for each Scout)
- _____ Troop Advancement Records up-dated and ready to go.
- _____ Necessary adult leadership set, plans reviewed with parents.
Two adults are needed each day.
- _____ Emergency funds.

WHAT TO BRING TO CAMP

Troop Gear:

Pots and Pans, Dutch Oven, Chef Kit
Troop Flags, Patrol Flags.
Dependable alarm clock
Brooms



Personal Gear:

Scout Uniform (extra parts)
Extra pants & socks & shirts
Extra underwear, Extra Towels
Extra shoes, Rain Gear, Pillow
Sleeping bag or Blankets, Swim suit
Cook kit and knife, fork & spoon
Flashlight with extra batteries
Jacket or sweater
Toilet articles, Scout Handbook
Paper & pen/pencils for Merit Badge work

Optional Troop Gear:

Lanterns (Liquid fuels must be stored
by the Camp Ranger)
Wood tools, spade.
Equipment for overnight campout
Paper/plastic plates, cups, utensils

Optional Personal Gear:

Camera, Film, Songbook, Watch,
Money for Trading Post, Musical
instrument, Insect Repellent (NO sprays
please), Drinking Cup, Laundry Bag
Fishing Gear, Sun Tan Lotion
Stationery & stamps, pajamas
Bible or Prayer Book
Sports equipment (gloves, etc.)

WHAT NOT TO BRING TO CAMP

Sheath knives, Fireworks, Firearms, Ammo, Bows & arrows, Radios & Televisions, Alcoholic beverages or Illegal drugs.



CAMP WILLIAM HINDS - 1990 - DAILY PROGRAM DESCRIPTION

Enclosed in this booklet is the 1990 Daily Activity Schedule. It was developed with the help of many staff members and Scoutmasters. Thank you all for your input into this project.



NEW FOR 1990 !

FIRST YEAR SCOUTS - BASIC SCOUT SKILLS:



A program especially designed for the new Scout will feature many of the outdoor advancement requirements. Scouts may take Basic Scout Skills either during Advancement Period 1 or Advancement Period 2. During each period, two or more different sessions will be conducted. The Scoutmaster should counsel his Scouts as to which session to take each day. A signup form is found on page 38. Scouts should report to the Scoutcraft area for this program. The coding used below indicates Rank and requirement number. T:8 means Tenderfoot requirement #8, S:3 means Second Class requirement #3, and F:4 means First Class requirement #4.

Monday :



Session A:

- T:3a - Whip and fuse ends of a rope
- T:3b - Knots: two half hitches & tautline
- F:8a - Knots: Bowline
- S:2b - Woods tools/Totin' Chip



Tuesday :



Session A:

- T:8 - Buddy System in Scouting
- S:7 - Tell precautions for a Safe swim
- T:5 - Display, raise, lower, and fold American Flag
- S:3 - Participate in a flag ceremony
- T:4 - Rules for safe hiking
- S:1a - How a compass works, orient a map, map symbols
- F:1 - Directions without a compass

Wednesday Period 1 and Thursday Period 2



Session A:

- T:10 - Identify local poisonous plants, tell treatment
- S:5 - Identify or show evidence of 10 kinds of wild animals
- F:6 - Identify or show evidence of 10 kinds of plants
- T:11a - Heimlich maneuver
- T:11b - First aid for minor injuries
- S:6a - Hurry Cases (breathing, bleeding, poisoning)
- S:6c - Object in eye, bites, puncture wounds, burns, shock

Thursday Period 1 and Wednesday Period 2 (Project periods)



Session A:

Session B:

Session C:

Session D:

- S:1b - Using compass & map you're drawn take five mile hike
- F:2 - Using a compass, complete orienteering course
- S:4 - Participate in an approved service project
- F:7a - Knots: timber hitch & clove hitch square, shear, and diagonal lashings
- F:7b - Use lashing to make useful camp gadget



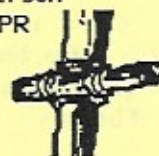
Friday :



Session A:

Session B:

- S:2c - Prepare tinder, kindling, and fuel for firebuilding
- F:8b - Bandages for head, upper arm, collarbone, ankle
- F:8c - Transport by yourself and with help, a person
- F:8d - Signs of heart attack. Explain steps to CPR



MERIT BADGE SCHEDULE:

Each Merit Badge will meet for 1 period in the morning on each of 5 mornings for a total of 5 hours of instruction. The length of the period varies from day to day to allow for an hour and a half project period once during the week. This longer period will be used to complete projects and requirements that require a block of time longer than 50 minutes. **All merit badge work MUST be completed by 11:20 am on Friday.** Friday afternoon will NOT be used for merit badge work. Although the length of the periods are not the same each day, the order of the merit badges will be the same from day to day and there will be ten minutes of travel time between periods. The merit badge counselors will try to assist your Scouts in getting to their next merit badge on time.

Merit Badge Session 1 - First period each day

Monday	8:30-9:20
Tuesday	8:30-9:05
Wednesday	8:30-9:05
Thursday	8:30-9:50
Friday	8:30-9:20

Merit Badge Session 2 - Second period each day

Monday	9:30-10:20
Tuesday	9:15-9:50
Wednesday	9:15-10:35
Thursday	10:00-10:35
Friday	9:30-10:20

Merit Badge Session 3 - Third period each day

Monday	10:30-11:20
Tuesday	10:00-1:20
Wednesday	10:45-11:20
Thursday	10:45-11:20
Friday	10:30-11:20



MERIT BADGE EXTRA HELP SESSION:

In addition to the scheduled periods in the morning, the time following dinner on Thursday will be reserved as a extra help session for merit badges.

MERIT BADGE PREREQUISITES



Archery: Not recommended for first year Scout campers, without previous experience. Must pass 30 pound pull test at sign-up. (Meets for a double period)



Art: Recommended for Scout Campers with some experience. A limited variety of supplies will be available for requirement #6, you may want to bring your own.



Astronomy: By appointment only. Requirements before you come to camp # 2, & 3.



Athletics: By appointment only. Need to complete requirement 1 before camp.



Basketry: Recommended for all Scouts. Purchase of some materials required. Projected cost: \$ 4.00



Bird Study: By appointment only. Need to complete requirement 5, 6, 7, & 8 before camp.



Botany: By appointment only. Requires extensive pre-camp work.



Bugling: By appointment only. Must have trumpet or bugle experience.



Camping: Not recommended for first year Scout Campers. Need to complete requirement 8a & 8c before camp. Will be attending an overnight on Wednesday. Can not take Camping MB with Cooking MB or Wilderness Survival MB



Forestry: Recommended for all Scouts.



Canoeing: Not recommended for first year Scout Campers. Must be a Swimmer. Shoes that can get wet for swamping.



Geology: By appointment only. Not recommended for first year Scout Campers.



Cooking: Recommended for all Scout Campers with Cooking Skill Award or First Class cooking skills. Will be cooking out from 11:30-2:15 on Tuesday and Wednesday. Can not take cooking MB with Camping MB or Wilderness Survival MB.



Indian Lore: By appointment only. Recommended for all Scout campers. Requires extensive pre-camp work.



Environmental Science: Recommended for older Scouts only. (Meets for a double period). Mammal Study MB or Forestry MB helpful.



Insect Study: By appointment only. Need to complete requirements 3 & 7 before camp. Not recommended for first year campers.



Fingerprinting: Recommended for all Scout Campers.



Leatherwork: Recommended for all Scout Campers. Purchase of some materials is required. Projected cost: \$ 0.50



First Aid: Recommended for all Scout Campers. Must have First Aid Skill Award or First Aid skills up through and including First Class First Aid.



Lifesaving: Must have Swimming Merit Badge. May require extra time. Must take the Red Cross CPR course - Cost \$2.00



Fish and Wildlife Management: Not recommended for first year Scout Campers.



Mammal Study: Recommended for all Scout Campers.



Fishing: Recommended for all Scout Campers. Must have own equipment or complete requirement #7 before or after camp.



Metalwork: Recommended for all Scout Campers.



Motorboating: Must have Swimming Merit Badge and either Rowing Merit Badge or Canoeing Merit Badge. No first year Scout campers allowed.



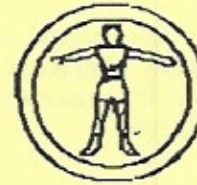
Nature: By appointment only. Not recommended for first year campers. Requires extensive pre-camp work.



Oceanography: Not recommended for first year Scout Campers.



Orienteering: Not recommended for first year campers. Requires extensive pre-camp work. Should have Hiking Skill Award or have completed the map, compass, and orienteering requirements up through and including First Class.



Personal Fitness: By Appointment only. Need to complete 5 & 6 before camp.



Pioneering: Recommended for all Scout Campers.



Reptile Study: By appointment only. Not recommended for first year Scout Campers. Need to complete requirement #8 & 9 before camp.



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



Rowing: Recommended for all Scouts. Must be a swimmer. Could be difficult for small Scouts.



Shotgun Shooting: Must be 13 years old or already have Rifle Shooting Merit Badge. Projected cost: \$3.00



Small-boat Sailing: Not recommended for first year Scout Campers. Must have Swimming MB and either Rowing MB or Canoeing MB.



Soil & Water Conservation: Not recommended for first year Scout campers.



Swimming: Recommended for all Scout campers. Must be classified as a "Swimmer" by the Camp Hinds Aquatics Director. Must have long sleeve button-up shirt and long pants (preferably not a Scout Uniform) and shoes that can get wet.



Water Skiing: Must have Swimming MB and either Rowing MB or Canoeing MB. No first or second year Scout campers allowed. Preference will be given to Scouts who also have Motorboating MB..



Weather: By appointment only.



Wilderness Survival: Should have Camping Skill Award or have completed the camping requirements upto and including First Class. Bring supplies for requirement #5. Can not take Wilderness Survival with Cooking MB or Camping MB. Will be attending on overnight on Wednesday.

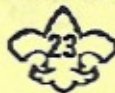


Wood Carving: Recommended for all Scout Campers. Purchase of some materials required. Scouts need a jack-knife. Projected cost: \$ 1.00

CAMP WILLIAM HINDS - 1990 - MERIT BADGE SCHEDULE

	AQUATICS	CRAFTSHOP	NATURE-CONSERV.	SCOUTCRAFT	SHOOTING SPORTS	HEALTH LODGE	CAMPWIDE
FIRST ACTIVITY PERIOD	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Snorkeling BSA Swimming MB	Basketry MB Leatherwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 1 & 2) Forestry MB Mammal Study MB Soil & Water MB Conservation MB	Camping MB Pioneering MB Wilderness Survival MB	*Archery MB (*Double period Period 1 & 2) *Rifle Shooting (*Double period Period 1 & 2)		Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
SECOND ACTIVITY PERIOD	Canoeing MB Lifesaving MB Motorboating MB Rowing MB Small-Boat Sailing MB Swimming MB	Basketry MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 1 & 2) *Environmental Science MB (*Double period Period 2 & 3) Oceanography MB	Cooking MB Pioneering MB Wilderness Survival MB	*Archery MB (*Double period Period 1 & 2) *Rifle Shooting (*Double period Period 1 & 2) *Archery MB (*Double period Period 2 & 3)	First Aid MB	Basic Scout Skills (Tenderfoot, Second Class, & First Class Requirements)
THIRD ACTIVITY PERIOD	Canoeing MB Novice & Beginners Instruction Small-Boat Sailing MB Swimming MB Water Skiing MB	Art MB Leatherwork MB Metalwork MB Woodcarving MB	*Environmental Science MB (*Double period Period 2 & 3) Fish & Wildlife Management MB Forestry MB Mammal Study MB	Camping MB Cooking MB Orienteering MB Pioneering MB	*Archery MB (*Double period Period 2 & 3) Shotgun Shooting Merit Badge	First Aid MB	
6:50 PM	Mile Swim Mon thru Thurs	Fingerprinting 6:50-8:30 PM Tues & Wed	Fishing MB -Mon 7:00-9:45 PM			CPR Course Tues 1:15-2:15 and 7:15-9:15	
BY APPOINTMENT							
ADULTS: Safe Swim & & Safety Afloat Mon 4:00 PM	Indian Lore MB	Astronomy MB Bird Study MB Botany MB Geology MB Insect Study MB Nature MB Reptile Study MB Weather MB	Bugling MB	Personal Fitness Athletics MB			

See page 30 of Camp Guide for speciality Merit Badges offered to Scouts 13 or older.



CAMP WILLIAM HINDS - 1990 - DAILY SCHEDULE

TIME ACTIVITY

SUNDAY:

12:30 Scoutmaster's planning meeting
 2:00 Front Gate opens. The gate will be locked until
 2:00. (Be prompt but **not** early).
 2:00 Check-in, Medical re-check, Swim classification
 5:45 Formal Retreat and waiter's call
 6:00 Dinner
 6:45 (approx) Waterfront orientation
 7:15 (approx) Merit Badge Sign-up in Rec Hall
 (Troop time if you pre-registered by mail)
 8:15 Welcome Campfire
 9:00 Call to Quarters
 9:25 Tattoo
 9:30 Taps
 9:45 **Adult** Cracker Barrel in Dining Hall



MONDAY-FRIDAY

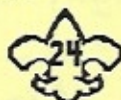
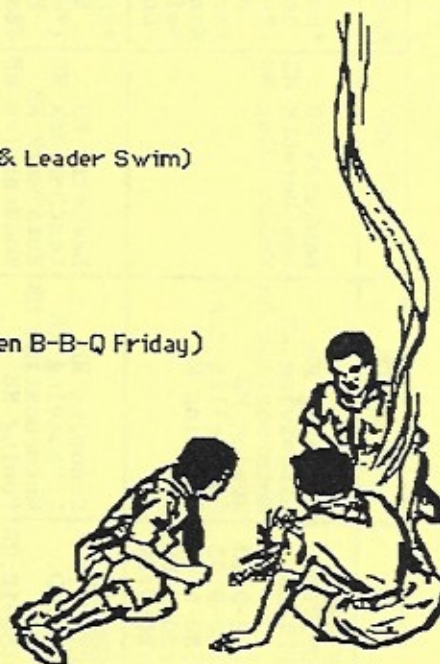
7:00 Reveille
 7:15 Waiter's Call
 7:30 Breakfast (Cookout Thursday)
 8:00 Troop site improvement/Campsite inspection by SPL
 Sick Call

	Monday	Tuesday	Wednesday	Thursday	Friday
1st Activity Period	8:30-9:20	8:30-9:05	8:30-9:05	8:30-9:50	8:30-9:20
2nd Activity Period	9:30-10:20	9:15-9:50	9:15-10:35	10:00-10:35	9:30-10:20
3rd Activity Period	10:30-11:20	10:00-11:20	10:45-11:20	10:45-11:20	10:30-11:20

11:30-12:15 General Swim - Open Boating
 12:00 S.P.L. Meeting
 12:15 Waiter's Call
 12:30 Lunch (Cookout Thursday)
 1:00 Campwide Good Turn
 Siesta and troop quiet time in site (Staff & Leader Swim)
 2:15- 3:00 Fourth Activity Period
 3:10- 3:55 Fifth Activity Period
 4:00- 4:50 Sixth Activity Period
 5:00 (Staff & Leader Swim)
 5:45 Formal Retreat (except Wednesday)
 6:00 Dinner (Cookout Wednesday, Family Chicken B-B-Q Friday)
 6:50- 8:30 Evening Activity Period
 9:00 Call to Quarters
 9:25 Tattoo
 9:30 Taps

FRIDAY

5:45 PM Formal Retreat
 6:00 Chicken B-B-Q
 7:00 Campsite Check-out Inspection
 8:00 Campfire & Closing Ceremonies



CAMP WILLIAM HINDS - 1990 - DAILY ACTIVITY SCHEDULE

7:00 - REVEILLE
7:15 - WAITER'S CALL
7:30 - BREAKFAST

COOK OUT BREAKFAST

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
8:30-9:20	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1 PROJECT PERIOD	MERIT BADGE 1	8:30-9:05
9:30-10:20	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2 PROJECT PERIOD	MERIT BADGE 2	MERIT BADGE 2	9:15-9:50
10:30-11:20	MERIT BADGE 3	MERIT BADGE 3 PROJECT PERIOD	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	10:00-10:35
11:30-12:15	Cooking MB cookout GENERAL SWIM & OPEN BOATING				Camping/Wild Surv MB overnight prep	11:30-12:15

12:00 - Senior Patrol Leader's Meeting

12:15 - WAITER'S CALL
12:30 - LUNCH

1:00 - SIESTA (STAFF & LEADER SWIM)

	COOK OUT LUNCH			TROOP TIME TO PACK-UP, CLEAN-UP, AND TO PREPARE FOR CAMPWIDE EVENT	
2:15-3:00	TROOP ROTATION 1 NATURE	TROOP ROTATION 3 SCOUTCRAFT	TROOP ROTATION 5 ARCHERY RANGE	TROOP ROTATION 7 & 8 TROOP OR PATROL ACTIVITY	2:15-3:55
3:10-3:55	TROOP ROTATION 2 AQUATICS	TROOP ROTATION 4 CRAFTSHOP	TROOP ROTATION 6 RIFLE RANGE	CAMPWIDE EVENT	4:00-4:50
4:00-4:50	TROOP ACTIVITIES & OPEN AREAS	TROOP ACTIVITIES & OPEN AREAS	TROOP ACTIVITIES & OPEN AREAS		

OPEN AREAS = SWIMMING, OPEN BOATING, CRAFTSHOP, RIFLE RANGE, ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT, SOFTBALL, VOLLEYBALL, SOCCER, ETC.

5:00 - STAFF & LEADER SWIM
5:45 - RETREAT
6:00 - DINNER

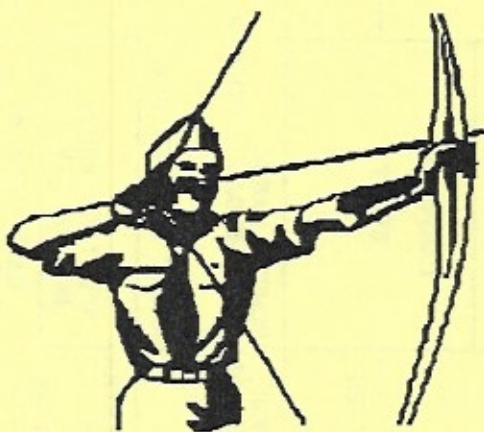
COOK OUT DINNER

	VESPERS SERVICE			FAMILY CHICKEN B-B-Q	
6:50-8:30	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES FISHING MB	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES	OPEN AREAS TROOP COMPETITION TROOP ACTIVITIES	MERIT BADGE EXTRA HELP SESSION TROOP ACTIVITIES	6:50-8:30

9:00 - CALL TO QUARTERS
9:30 - TAPS

OPEN AREAS = OPEN BOATING, CRAFTSHOP, RIFLE & ARCHERY RANGE
TROOP ACTIVITY = NATURE, SCOUTCRAFT, SERVICE PROJECT
TROOP COMPETITION = SOFTBALL, VOLLEY BALL, SOCCER, WATER POLO, WATER VOLLEYBALL, ETC.





TROOP ROTATION PERIODS:

We believe that each Scout that comes to camp should have the opportunity to experience each of the major areas in camp. The eight troop rotation periods will provide this opportunity. Two activities will be each afternoon, Monday thru Thursday. Each troop or patrol will have the opportunity to spend one period in each of the six program areas (Rifle range, Craftshop, Aquatics, Nature, Scoutcraft, and Archery Range) plus have a two hour troop activity. During each of these periods, 1 or 2 troops will be at each of the six program areas. The exact activity to take place at that program area will be scheduled by the Scoutmaster and/or SPL at the pre-camp planning meeting on Sunday. Although each troop will spend 1 period in Scoutcraft, they may all do different activities.

One troop may want knife and ax instruction, another troop may want map & compass, another troop may want a hobo cooking demonstration, and yet another may want to learn how to make rope, etc. During the aquatics period, one troop may want to have a troop swim, another may want to play water polo, or another may want to go review lifesaving techniques or go boating. The same thing will happen in the other program areas. Some troops with full-sized patrols (7-10 Scouts) may desire to schedule different activities for each patrol in some program areas. During the seventh rotation period (2 hours), the troop may select free time, a troop run activity, a canoe trip, an out of camp hike, a service project, or an additional activity in either Scoutcraft or Nature. Adult leaders are expected to accompany their Scouts at all scheduled troop activities.

GENERAL SWIM & OPEN BOATING:

A general swim and open boating period will be held following the morning merit badge program. All other areas in camp will be closed as all staff members will be serving as lifeguards or assisting at Chipmunk point. The swimming and boating areas will also be open during the 4:00 to 4:50 activity period. This year we will be asking Scoutmasters and other adults to volunteer as lifeguards during general swims. As usual, leaders are welcome at staff swims.

AFTERNOON TROOP ACTIVITY SLOT:

(4:00-4:50) During the late afternoon period on Monday through Thursday, several different kinds of activities can occur.

TROOP ACTIVITY: Each troop may sign-up or schedule for additional troop activities in Nature, Scoutcraft, Service Projects, Conservation Projects, and Craftshop. You can challenge another troop to softball, volleyball, soccer, or basketball. Adult leaders are expected to accompany their Scouts at all scheduled troop activities.

OPEN AREAS: The following areas will be open for individual Scouts or patrols to take advantage of: Swimming, Boating, Craftshop, Rifle range, and Archery range.

EXTRA HELP: Scouts can also use this time to do "by appointment" merit badges or to make an appointment to get extra help from their counselors.



EVENING ACTIVITIES: (6:50-8:30)

SPECIAL ACTIVITIES are scheduled for certain groups such as Fishing Merit Badge, Fingerprinting Merit Badge, and the C.P.R. course.

OPEN AREAS: The following areas will be open for individual Scouts or patrols to take advantage of: Boating, Craftshop, Rifle range, and Archery range.

TROOP ACTIVITY: Each troop may sign-up or schedule for additional troop activities in Nature, Scoutcraft, Service Projects, Conservation Projects, or plan their own activities. Troops may also schedule a troop swim at the Safe Swim Area during this time.

TROOP COMPETITION: Troops will be able to challenge other troops to various activities such as softball, volley ball, soccer, basketball, watervolley ball, or water polo etc.



COOKOUTS:

Cookouts will be held starting on Wednesday dinner and will run Wednesday DINNER, Thursday BREAKFAST, and Thursday LUNCH. This will provide troops the opportunity to do two of their cookouts on overnight hikes or canoe trips if they wish.

CAMP WIDE EVENTS:

We will provide at least one camp wide event during the week on Friday afternoon. The specific activities and events held during this time will be determined by the SPL's. Additional campwide events may be planned on Tuesday or Wednesday evenings by the SPL's.

SCOUTCRAFT AREA:

Note that this year ALL Scoutcraft activities will take place in the Scoutcraft area along the Ridgway Road.

OTHER AWARDS AND ACTIVITIES AVAILABLE:

BSA Lifeguard

Offered July 1-6 & August 5-10. See page 5.

Snorkeling, BSA

Pre-register by mail or sign-up Sunday required. See page 29.

Mile Swim

Pre-register by mail or sign-up Sunday required. For adults too. Meets at 7:00 PM Monday thru Thursday.



Novice and Beginner Swimming Instruction

Swimming instructions are provided for learners and beginners. Meets daily during merit badge session #3. Pre-register by mail or sign-up Sunday evening with Aquatics director. **Scoutmasters should strongly encourage Scouts who are not swimmers to automatically sign-up for swimming instructions.**

POLAR BEAR SWIMS:

Troops may arrange for early morning swims with the Program Director at the Sunday planning meeting.



C.P.R. Course (Heart Saver)

Pre-register by mail or sign-up Sunday evening. This is a three-hour Certified Heart Saver CPR course. A \$2.00 fee is required. This course is required of Scouts taking BSA Lifeguard and Lifesaving Merit Badges. Other Scouts or leaders will be allowed on a space available basis. Meets at the Rec Hall during siesta Tuesday (1:15-2:15) and Tuesday evening following vespers (7:15-9:15 PM). In addition to class time, participants should plan on 1 to 2 hours of study time to prepare for the test.



Fishing Merit Badge:

Each Monday evening the Mid Coast Anglers of the Bassmasters bring several expert fishermen to camp to offer a special Fishing Merit Badge program. This is an excellent program for Scouts of all ages. The session takes place from 7:00 to 9:45 PM. The Scouts need not bring any equipment to this session, although they should bring a flashlight as it will be dark when the session gets out. During the session, Scouts will pass all the requirements for Fishing Merit Badge except for Requirement #7. If a Scout has already completed requirement #7, catching two different kinds of fish, he should bring a note from his parents, otherwise he will need to catch his fish at camp. A limited amount of fishing equipment is available for Scouts to use and may be checked out through the Nature-Conservation Area. Adult Leaders are invited and encouraged to attend this outstanding course. If a Scout catches his fish while he is at camp, he should bring a note signed by his Scoutmaster to the Nature Director.



Canoe Trips:

Troops may sign-up for afternoon or overnight canoe trips. A 21 year old leader who holds a current Safety-Afloat card and a Certified BSA Lifeguard must accompany each group. There must be one leader for each 10 boys, and additional leaders must be at least 18. **All** boys and leaders must be swimmers. If you plan on going on a canoe trip, obtain a Canoe Trip Application form from the Program Director.

The Adventure Continues....

On Friday evening between the Chicken B-B-Q and the campfire, come to the Rec Hall to find out more about the Scouting program. Here you'll find special exhibits and displays and Scouts and Scouters giving information on National Jamborees, the Camp Hinds Alumni Association, the Order of the Arrow, and much more.

Paul Bunyan Woodsman Award

Advanced use of woods tools, through Scoutcraft.

Totin' Chip

Wood tools safety, through Scoutcraft.

Fireman's Chit

Fire safety, through Scoutcraft.

World Conservation

Through Nature Director.

This Is My Camp

Button for service project (2 hours) Through Commissioner.

Honor Camper

Chosen within your unit (one Scout only)
Each troop should vote for the Scout they feel best lived up to the Scout Oath and Law during his stay at camp. This is not an award for earning the most merit badges or getting the most bull's eyes, but an award for the best Scout spirit. The name of the honor camper must be turned into the Program Director by breakfast Friday.



PATROL ADVENTURE AWARD

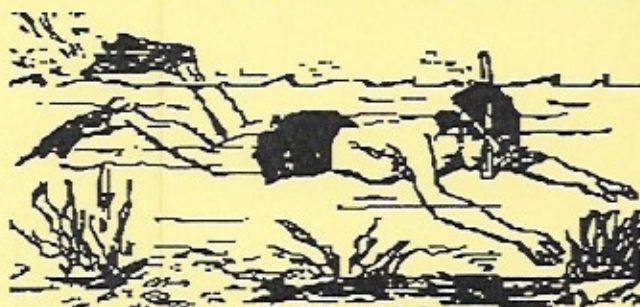
PURPOSE: Baden-Powell founded Scouting based on the Patrol Method. One of the functions of summer camp should be to emphasize and strengthen the patrol method by helping patrols and their leaders reach their full potential. The *Patrol Adventure Award* is designed to recognize all patrols that function as a patrol throughout their stay at Camp Hinds.

THE AWARD:

1. The patrol name and troop number of all patrols that complete the requirements for this award, will be placed on a plaque to be hung in the dining hall as a permanent record of the patrol's accomplishments.
2. Each patrol will receive a ribbon for their patrol flag.
3. Each patrol member will receive a wallet size certificate.

PROGRAMS FOR OLDER SCOUTS

ACTIVITIES DURING REGULAR TROOP CAMPING



Snorkeling, BSA:

Not available to first year campers.
Participants must have Swimming Merit Badge.
Meets during merit badge session 1.

WIND-SURFING:

Wind-surfing or sail-boarding will be available during Troop boating periods and during open-boating for Scouts 13 years of age or older who have Swimming M.B. and at least one boating merit badge (Rowing, Canoeing, or Small-boat Sailing). Adult swimmers may participate on a space available basis.

TRAP-SHOOTING:

The Shooting Sports area will offer trap shooting, utilizing a 12-gauge shotgun, to Scouts 13 years old or older during special announced sessions. One session will be held at 4 PM on Tuesday afternoon additional sessions will be scheduled as needed. Adult Leaders are also welcomed. A fee will be charged for the ammunition and clay pigeons.





MERIT BADGES:

Three merit badges, (Shotgun Shooting, Motorboating and Water Skiing) are **not** open to first year campers and are reserved for older Scouts. Further, it is recommended that first year Scouts not take the following merit badges: Archery, Camping, Canoeing, Environmental Science, Fish & Wildlife Management, Lifesaving, Orienteering, Rifle Shooting, Soil & Water Conservation, and most of the "by appointment" merit badges. These badges will be geared more towards the older Scout.

SPECIALTY MERIT BADGES:

Each week we will be offering to Scouts 13 years old or older special Merit Badges not usually offered at camp. Many of these merit badges will be counselled by Leaders spending their week at camp, others will be conducted by adults coming into camp just to offer these merit badges. The merit badges to be offered are:

SPECIALTY WEEKS FOR OLDER SCOUTS

CYCLING TREK:

This program will take place during the week of July 1-6 and is open to Scouts who will be at least 12 years of age by June 1st. Imagine a bicycle trip lasting four days, and covering 200 miles through some of the area's most beautiful side roads. See page 4 for more details.

B.S.A. LIFEGUARD WEEK:



Because of the intensity of the program, Camp Hinds is offering a special session for Scouts interested in this award during the week of July 1-6. Other than this week and Aquatics week, B.S.A. Lifeguard will not be a regular program feature at camp this summer. See page 5 for more details.

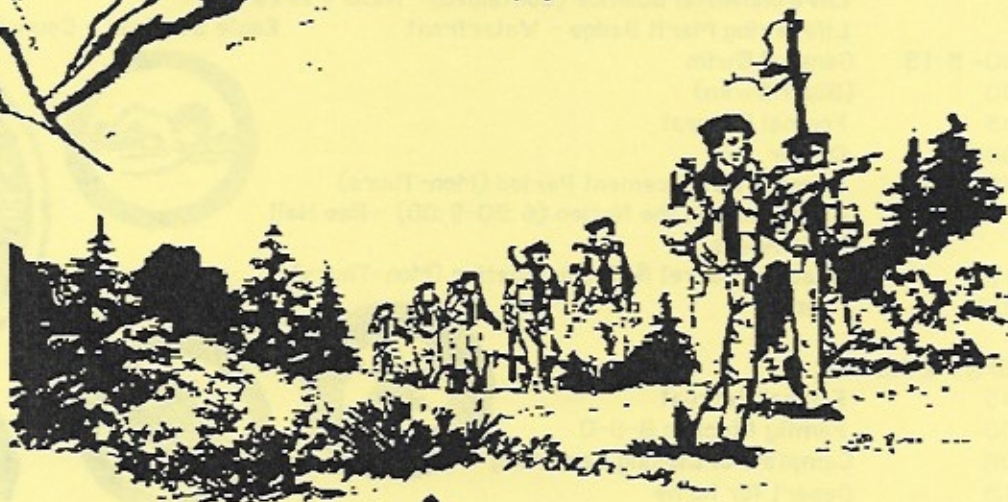
AQUATICS CAMP:

For Scouts who have a special interest in waterfront activities, Camp Hinds' Aquatic Week is the chance of a Scouting lifetime. This program is open to Scouts who will be 12 years old or older by June 1st and is held during the week of August 5-10. See page 5 for more details.



TRAIL TO EAGLE WEEK:

During the week of August 12-17, a special Trail to Eagle Advancement Camp will once again be offered. Open to only Scouts who are First Class, Star, or Life; and who are at least 13 years old as of June 1st. See page 6 for more details.



CAMP WILLIAM HINDS - 1990 - TRAIL TO EAGLE SCHEDULE

TIME ACTIVITY

SUNDAY

2:00	Front Gate opens. The gate will be locked until 2:00.
2:00	Check-in, Medical re-check, Swim classification
5:45	Formal Retreat and waiter's call
6:00	Dinner
7:00	Merit Badge Sign-up
9:00	Welcome Campfire
10:00	Cracker Barrel & Informational Session
10:15	Taps

MONDAY-FRIDAY

7:00	Reveille	
7:15	Waiter's Call	
7:30	Breakfast	
8:00	Troop site clean-up	
8:30- 9:40	First Advancement Period	
	First Aid M.B. - Tarp behind Rec Hall	Communications M.B. - Rec Hall
	Personal Fitness - Cadigan Lodge	Safety MB- Dining Hall
	Eagle Seminar - Council Ring	
9:45-10:55	Second Advancement Period	
	Camping MB - Scoutcraft Area	Citizenship in the Community - Rec Hall
	Citizenship in the World - Dining Hall	Personal Management - Tarp behind Rec Hall
	Eagle Seminar - Council Ring	
11:15-12:00	General Swim & Open Boating	
12:15	Waiter's Call	
12:30	Lunch	
	Siesta	
2:00- 3:10	Third Advancement Period	
	Emergency Preparedness- Tarp Behind Rec Hall	Citizenship in the World - Rec Hall
	Environmental Science (2:00-4:25) - Nature Area	
	Swimming Merit Badge - Waterfront	Eagle Seminar - Council Ring
3:15- 4:25	Fourth Advancement Period	
	Citizenship in the Community - Rec Hall	Communications - Tarps behind Rec Hall
	Environmental Science (Continued) - Nature Area	
	Lifesaving Merit Badge - Waterfront	Eagle Seminar - Council Ring
4:30- 5:15	General Swim	
5:00	(Staff Swim)	
5:45	Formal Retreat	
6:00	Dinner	
6:50- 8:30	Evening Advancement Period (Mon-Thurs)	
	Citizenship in the Nation (6:50-9:00) - Rec Hall	
	Open Areas	
9:15	Cracker Barrel & Troop meeting (Mon-Thurs)	
10:00	Taps	

FRIDAY EVENING

5:45	Formal Retreat
6:00	Family Chicken B-B-Q
8:00	Campfire & Closing Ceremony
9:15	Depart for home



SENIOR PATROL LEADER'S PAGES

YOUR JOB BEFORE CAMP:

As Senior Patrol Leader, it is your responsibility to meet with your Patrol Leader's Council and make some decisions about your summer camp program prior to coming to camp. This sheet has been designed to help you with that task. You do not need to schedule times for any activities, you only need to decide which activities you wish to do. Please bring this sheet with you to the Pre-camp planning meeting which is held at the Rotary Training Center at 12:30 on Sunday. It is important for you, the Senior Patrol Leader, to be there with your Scoutmaster.

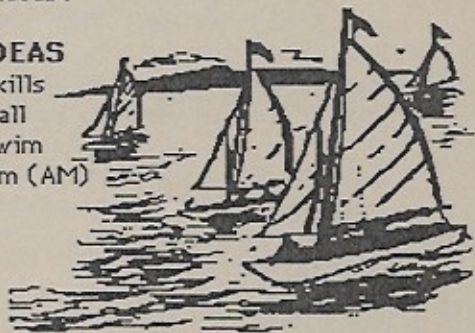


TROOP ROTATION PERIODS:

As described earlier in the Camp Guide, your troop will have the opportunity to visit the 6 major program areas in camp during the eight troop rotation periods. It is up to you to select one activity to do at each of these areas. Some suggestions are provided but we will attempt to schedule other activities that you desire. During the seventh and eight period (a two-hour block - or three hours if you wish to continue into the 4:00 PM open area time slot), you can plan a troop run activity, free time, a canoe trip, an out of camp hike, a service project, or an additional activity at Nature or Scoutcraft. Here are some ideas:

AQUATICS IDEAS

Basic Rescue Skills
Balloon Volleyball
Instructional Swim
Polar Bear Swim (AM)
Safe Swim
Troop Boating
Troop Swim
Water Games



CRAFTSHOP IDEAS

Basketry Projects

Craftstrip Projects
Indian Crafts
Leather Projects
Metalwork Projects
Nature Crafts
Neckerchief Slides
Patrol Flags
Plaster Casting
Silk Screen Printing
Sign Making
Stencil Craft
Woodburning
Woodcarving



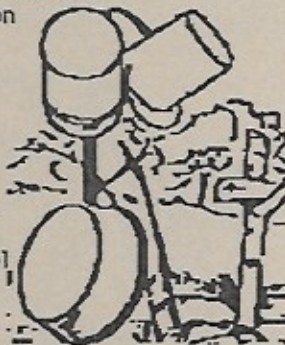
NATURE-CONSERVATION IDEAS

Aquatic Environment Study
Bird Feeder Building
Bird Identification Hike
Conservation Projects
Edible Plants
Forestry Projects
Geology Hikes
Make Trail Signs
Nature Games
Nature Hike
Onion Hunt
Scavenger Hunt
Tracking Game
Solar Clocks & Compasses
Swamp Romp (Beginners and Swimmers only - requires old clothes/shoes that can get wet and muddy)
Trail improvement Project
Wildlife Habitat Improvement
Weather Instrument Construction



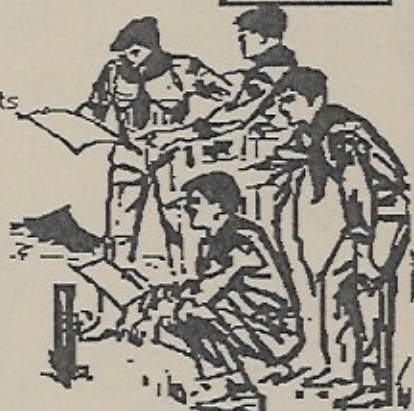
SCOUTCRAFT IDEAS

Aluminium Foil Cooking Utensils
Backpacking Preparation
Backwoods Cooking
Bread & Biscuits
Camp Gadgets
Compass Course Game
Compass Hike
Cooking Demonstration
Cooking with Charcoal
Cooking With Liquid Fuel
& Propane
Dutch Oven Cooking
Firebuilding
Flint & Steel



SCOUTCRAFT IDEAS (cont)

Foil Cooking
Hobo Cooking
Knot Relay
Knots, Lashings, & Splices
Lashings
Low Impact Camping
Map & Compass Treasure Hunt
Map Reading
Measuring Heights & Distances
Menu Planning
Orienteering
Pancake Flipping
Pioneering Projects
Rope Making
Shelter Making
Signaling
Solar Cooking
Splices
Survival Tricks
Tent Pitching
Trail First Aid
Wood Splitting



TROOP OR PATROL ACTIVITIES

There are many activities your troop can do on its own and don't need to be scheduled.

Work on Patrol Adventure Award

Hike a trail (red, yellow, blue, orange, or red-white-blue)

Tug of war

Go fishing

Basketball

Soccer

Softball

Volleyball

Ultimate (frisbee)

Overnight hike*

Canoe trip (day or overnight*)



(*=These require that you fill out a trip application form with the Program Director.)



Use this space to record what your troop wants to do during Troop Rotation Periods

TROOP ROTATION REQUESTS	
AREA	ACTIVITY YOUR TROOP WANTS
NATURE	
AQUATICS	
SCOUTCRAFT	
CRAFTSHOP	
ARCHERY	Orientation and Troop Shoot
RIFLE	Orientation and Troop Shoot
TROOP OR PATROL ACTIVITIES	

AFTERNOON ACTIVITIES :

There are four afternoon periods where your troop can schedule troop activities. Monday thru Thursday 4:00-4:50. It is important not to over-schedule. Leave yourselves some time to work on merit badges or relax.

OPEN AREAS:

Certain areas are automatically open and you don't need to schedule them - just show up. They are: General Swim, Boating, Craftshop, the Rifle Range and Archery Range. (Shotgun 4:00 on Tuesday for older Scouts)

Nature-Conservation:

Anything listed under "Troop Rotation"

Scoutcraft:

Totin' Chip

Firem'n Chit

Anything listed under "Troop Rotation"



Service Projects:

All kinds - see your commissioner

Health & Safety:

Operation Rescue
Basic First Aid Review

Sports:

Volleyball
Soccer
Basketball
Softball
Ultimate (frisbee)

On your own:

There are many activities your troop can do on its own and don't need to be scheduled. See list under "Troop Rotation"

Use this space to record what your troop wants to do at 4:00 PM

4 PM	ACTIVITIES YOUR TROOP WANTS
1	
2	
3	
4	

EVENING ACTIVITIES (6:50-8:30):

Troop Activities may also be scheduled for the evenings on Monday, Tuesday & Wednesday but don't forget to schedule some free time.

OPEN AREAS:

Certain areas are automatically open and you don't need to schedule them - just show up. They are: Open boating, Craftshop, Rifle Range, and Archery Range.

Nature-Conservation:

Star Hike (after dark)
Anything listed under "Troop Rotation"

Scoutcraft:

Totin' Chip
Firem'n Chit
Anything listed under "Troop Rotation"

Service Projects:

All kinds - See your commissioner

Sports Competitions:

Basketball
Volleyball
Soccer
Softball
Ultimate (frisbee)

Aquatics Activities:

Balloon Volleyball
Water Volleyball
Water Basketball
Water Polo
Troop swim at Safe Swim Area
Note: Waterfront activities are 30 minute sessions and may be scheduled at 7:00 or 7:45.

Use this space to record what your troop wants to do in the evening

6:50 PM	ACTIVITIES YOUR TROOP WANTS
1	
2	
3	
4	



CAMP WIDE EVENTS:

We have a camp wide event scheduled for two hours on Friday afternoon. As SPL you must also discuss this with your Patrol Leader's Council to find out what kinds of activities the Scouts in your troop would like. This list contains a few suggestions and ideas. When all the SPL's meet at camp we'll develop the actual program. Just because it's not on the list doesn't mean we can't do it. Use your imaginations and come up with some new ideas. You may plan two one-hour activities or a single two-hour activity. Senior Patrol Leaders will also have the option of planning a camp wide event on either Tuesday evening or Wednesday evening in place of open areas if they desire.

Hour long activities:

- 1) Scavenger Hunt: Each patrol is given a list of things to find in camp. The patrol finding the most or finishing first is the winner.
- 2) Nature Scavenger Hunt: Same as above except all items are nature related.
- 3) Skit Campfire: One Troop builds the campfire, others put on skits and provide song leaders. The staff may be asked to assist.
- 4) Iron Man Contest: Each troop selects one representative to compete in a race consisting of three events: Swimming, Canoeing, and Running. The first person to finish all three events is the winner.
- 5) Tri-athlon: Similar to Iron man except each troop supplies a three-man team, one swimmer, one canoeist, and one runner. The first team finished is the winner. This event can also be modified to allow more than three Scouts to participate.
- 6) Beauty Contest: The SPL and one additional Scout from each troop dress up as their favorite female personality. Contestants are judged for "beauty" and "talent".
- 7) Staff vs. Scoutmaster & SPL Softball game: A team made up of staff members play a team

made up of Scoutmasters and Senior Patrol Leaders in a game of softball.

- 8) Staff vs. Scoutmaster & SPL Volleyball game: A team made up of staff members play a team made up of Scoutmasters and Senior Patrol Leaders in a game of volleyball.

Two-hour long activities:

Most of the above activities could be modified for two-hours.

- 1) Water Carnival: Troop competition with various swimming, rowing, canoeing, and rescue events for learners, beginners, and swimmers.
- 2) Olympics: Competition by troop or patrol in various sport related activities; dashes, distance runs, long jump, softball throw, foul shooting, etc. The troop or patrol earning the most points wins.
- 3) Giant Relay Race: Troop competition consisting of swimming, rowing, canoeing, sports events, Scouting skills, etc. done in relay fashion. The first troop to finish is the winner.
- 4) Scouting Skill Competition: Patrols or troops compete in various Scouting skills such as knot tying, lashes, map & compass, firebuilding, first aid, plant identification, etc. The patrol or troop with the most points wins.
- 5) Map & Compass Treasure Hunt: Each patrol or troop is given a map to a hidden treasure. The object is to use the map and compass to find the treasure. The first patrol to find the treasure is the winner.
- 6) Compass Relay: Several stations are set up around camp. Patrols get from one station to the next by following a compass bearing. At each station, the patrol has to collect something or perform a Scouting skill. Points are earned at each station and for completing first.

TROOP ACTIVITY SCHEDULE

COOKOUT BREAKFAST

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
8:30-9:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	8:30-9:05
9:30-10:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	9:15-9:50
10:30-11:20	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	ADVANCEMENT	10:00-10:35
						10:45-11:20

COOK OUT LUNCH

2:15-3:00					TROOP TIME TO PREPARE FOR CAMPWIDE EVENT	2:15-3:00
3:10-3:55					CAMPWIDE EVENT	3:10-3:55
4:00-4:50						4:00-4:50
	VESPERS	COOK OUT DINNER				
6:50-8:30				ADVANCEMENT	CAMPFIRE	6:50-8:30

NOTES: Troops should be prepared to schedule troop activities at the Scoutmaster's Planning Meeting on Sunday at 12:30. Adult leaders are expected to accompany their Scouts at all scheduled Troop Activities.



TROOP INSPECTION SHEET

Troop: _____ Campsite: _____

Day: _____ Inspector: _____

Score

I. SCOUT SPIRIT:

- _____ (0-4) 1. Promptness. On time for all activities. Leaders present.
- _____ (0-4) 2. General Behavior through out camp.
- _____ (0-4) 3. Camp Courtesy.
- _____ (0-4) 4. Campwide Good turn completed.
- _____ (0-4) 5. American Flag flying, properly stored in bad weather.

II. HEALTH, SAFETY & CONSERVATION:

- _____ (0-4) 1. Ground cover in place.
- _____ (0-4) 2. Clothes lines are behind tents, away from trails and at least 6 feet high.
- _____ (0-4) 3. Two fire buckets filled with clean water at each tent or shelter.
- _____ (0-4) 4. Site fire barrel filled with clean water.
- _____ (0-4) 5. Fire equipment in place. Hoses coiled & properly stored.
- _____ (0-4) 6. Woods tools and other equipment properly stored.

III. ORDERLINESS:

- _____ (0-4) 1. Tents or shelters and personal gear neat.
- _____ (0-4) 2. Damp clothes on clothes lines.
- _____ (0-4) 3. Ridge poles clear of ropes, etc.
- _____ (0-4) 4. Tent flaps rolled to inside in good weather, down in bad. All guy lines properly tightened. (Tight in fair weather, loose in damp or rainy weather, nothing attached.)

IV. CLEANLINESS:

- _____ (0-4) 1. General appearance of troop site. Grounds clear of litter (but not raked).
- _____ (0-4) 2. Trails policed completely.
- _____ (0-4) 3. Troop fireplace cleaned out. (Fire attended if burning.)
- _____ (0-4) 4. Troop wash area clean, faucets off.
- _____ (0-4) 5. Tent platforms clean (swept off and no trash under).
- _____ (0-4) 6. Picnic tables clean.
- _____ (0-4) 7. Latrine clean with toilet paper on hand.

V. ORGANIZATION:

- _____ (0-4) 1. Troop bulletin board with program, duty rosters, Fireguard chart up-to-date, and emergency procedures posted.
- _____ (0-4) 2. Troop site improvement.
- _____ (0-4) 3. Evidence of patrol method in use.

=====

_____ (0-100) TOTAL

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



CAMP WILLIAM HINDS - PATROL ADVENTURE AWARD APPLICATION

This form to be completed and turned into the Program Director by the noon meal on Friday.

We, the undersigned members of the _____ Patrol of Troop _____ wish to be considered for the Camp William Hinds Patrol Adventure Award.

REQUIREMENTS: *

1. Function *as a patrol* throughout your week at camp.
Sleep by patrol and sit by patrol in the dining hall where possible. All members of the patrol must be present for every activity listed below unless excused by the Camp Nurse, Commissioner, or Program Director.

Scoutmaster

2. Make a *patrol flag* while at camp and carry it to retreat and camp wide events.

Senior Patrol Leader

3. Keep your *patrol site* clean throughout your stay at camp.

Senior Patrol Leader

4. Each member of the *patrol* must demonstrate a desire to improve himself by doing one of the following:

Scoutmaster or Scribe

- a) Complete all requirement for one rank at camp.
- b) Earn a merit badge at camp.
- c) Advance in swim classification while at camp.
- d) Earn one of the special awards in camp.

Members of the patrol are: (PRINT)

Advancement in camp

P.L. _____

A.P.L. _____

5. Do *as a patrol* at least one of the daily good turns assigned to your campsite.

Senior Patrol Leader



6. Cook out at least one meal *patrol style*.
(Build your own fire, prepare and cook your own food in your patrol site, and clean up.)

Senior Patrol Leader

7. Take part in *all patrol-orientated* camp wide events during your stay at camp.

Senior Patrol Leader

8. Do at least **four** (4) of the following:

- a) Hike one of the camp's hiking trails (red, orange, blue, or yellow) *as a patrol*.
- b) Put on a skit involving *each member of the patrol* at a troop campfire.
- c) Complete a *patrol* conservation project approved in advance by the Nature Director.
- d) Complete a *patrol* service project approved in advance by your commissioner.
- e) Plan and carry-out a *patrol* activity with a patrol from another campsite. (Such as a campfire, hike, or sporting event, etc.)
- f) Plan, schedule, and take part in a *patrol activity* in one of the program areas of camp (Nature, Scoutcraft, Craftshop, Boating, Archery, or Rifle Range) *as a patrol*.
- g) Any project or activity developed by the *patrol* and approved in advance by the SPL and the Program Director.
- h) Plan and carry out a *patrol site* improvement project approved in advance by the commissioner.

Senior Patrol Leader

Senior Patrol Leader

Nature Director

Commissioner

SM or SPL of other troop

Area Director

Program Director

Commissioner

*NOTE: Alternate requirements may be arranged through the Program Director if special conditions exist.

Troop activities may not be counted as patrol activities for the Patrol Adventure Award. For example, if the whole troop hikes the red trail together, that hike does not count as a patrol activity. However, if each patrol hikes the red trail at different times, or each patrol hikes a different trail at the same time, that hike counts.

We have completed the requirements for the Patrol Adventure Award: (Each Scout sign below)

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



TROOP ROSTER SHEET

Please PRINT or TYPE

Troop: _____ Community: _____ Campsite: _____

TOTALS:

FULL TIME ADULTS: _____

PART TIME ADULTS: _____

SCOUTS: _____

URGENT: Please try to have
one copy of this roster ready
to turn in at the Scoutmaster's
meeting at 12:30 Sunday. Thanks

ADULT LEADERS:

NAME OF LEADER	POSITION	DAYS IN CAMP (Please circle)						
1 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
2 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
3 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
4 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
5 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
6 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
7 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat
8 _____	_____	Sun	Mon	Tue	Wed	Thr	Fri	Sat

BOY LEADERS (Those not listed with a patrol):

SPL _____ 4 _____
2 _____ 5 _____
3 _____ 6 _____

PATROL NAME: _____

1 _____ 5 _____
2 _____ 6 _____
3 _____ 7 _____
4 _____ 8 _____

PATROL NAME: _____

1 _____ 5 _____
2 _____ 6 _____
3 _____ 7 _____
4 _____ 8 _____



PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____

PATROL NAME: _____

1	_____	5	_____
2	_____	6	_____
3	_____	7	_____
4	_____	8	_____



TROOP ROSTER SHEET

Please PRINT or TYPE

Troop: _____ Community: _____ Campsite: _____

TOTALS:

FULL TIME ADULTS: _____

PART TIME ADULTS: _____

SCOUTS: _____

URGENT: Please try to have
one copy of this roster ready
to turn in at the Scoutmaster's
meeting at 12:30 Sunday. Thanks

ADULT LEADERS:

NAME OF LEADER	POSITION	DAYS IN CAMP (Please circle)
1 _____	_____	Sun Mon Tue Wed Thr Fri Sat
2 _____	_____	Sun Mon Tue Wed Thr Fri Sat
3 _____	_____	Sun Mon Tue Wed Thr Fri Sat
4 _____	_____	Sun Mon Tue Wed Thr Fri Sat
5 _____	_____	Sun Mon Tue Wed Thr Fri Sat
6 _____	_____	Sun Mon Tue Wed Thr Fri Sat
7 _____	_____	Sun Mon Tue Wed Thr Fri Sat
8 _____	_____	Sun Mon Tue Wed Thr Fri Sat

BOY LEADERS (Those not listed with a patrol):

SPL _____ 4 _____

2 _____ 5 _____

3 _____ 6 _____

PATROL NAME: _____

1 _____ 5 _____

2 _____ 6 _____

3 _____ 7 _____

4 _____ 8 _____

PATROL NAME: _____

1 _____ 5 _____

2 _____ 6 _____

3 _____ 7 _____

4 _____ 8 _____



PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____

PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____

PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____

PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____

PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____

PATROL NAME: _____

1 _____	5 _____
2 _____	6 _____
3 _____	7 _____
4 _____	8 _____



1990 MERIT BADGE REGISTRATION FORM

Name

Troop Campsite Week

First Period

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Basketry - Craftshop
Forestry - Nature Area
Leatherwork - Craftshop
Mammal Study - Nature Area
Pioneering - Scoutcraft Area
Rowing - Chipmunk Point
Swimming - Waterfront
Wilderness Survival
- Scoutcraft Area
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (Period 1 & 2)
Camping - Scoutcraft Area
Canoeing - Chipmunk Point
Environmental Science (Period 1 & 2)
- Nature Area
Lifesaving - Waterfront
Rifle Shooting (Period 1 & 2)
Soil & Water Conservation
- Nature Area

OLDER SCOUTS ONLY

Motorboating - Waterfront
Snorkeling BSA - Waterfront

FIRST YEAR SCOUTS

Basic Scout Skills
- Scoutcraft Area
(complete back of form)

Second Period

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Basketry - Craftshop
Cooking - Scoutcraft Area
First Aid - Rec Hall
Leatherwork - Craftshop
Metalwork - Craftshop
Pioneering - Scoutcraft Area
Rowing - Chipmunk Point
Swimming - Waterfront
Wilderness Survival
- Scoutcraft Area
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (Period 1 & 2)
Archery (Period 2 & 3)
Canoeing - Chipmunk Point
Environmental Science (Period 1 & 2)
- Nature Area
Environmental Science (Period 2 & 3)
- Nature Area
Lifesaving - Waterfront
Oceanography - Nature Area
Rifle Shooting (Period 1 & 2)
Small-boat Sailing - Waterfront

OLDER SCOUTS ONLY

Motorboating - waterfront

FIRST YEAR SCOUTS

Basic Scout Skills
- Scoutcraft Area
(Complete back of form)

Third Period

(CIRCLE ONE)

OPEN TO ALL SCOUTS

Cooking - Scoutcraft Area
First Aid - Rec Hall
Forestry - Nature Area
Leatherwork - Craftshop
Mammals - Nature Area
Metalwork - Craftshop
Pioneering - Scoutcraft Area
Swimming Instructions - Waterfront
Swimming MB - Waterfront
Woodcarving - Craftshop

NOT RECOMMENDED FOR 1st YEAR

Archery (Period 2 & 3)
Art - Craftshop
Camping - Scoutcraft Area
Canoeing - Chipmunk Point
Environmental Science (Period 2 & 3)
- Nature Area
Fish & Wildlife - Nature Area
Orienteering - Scoutcraft Area
Small-boat Sailing - Chipmunk Point

OLDER SCOUTS ONLY

Shotgun Shooting
Water Skiing - Waterfront

Evening

Fishing MB - Dining Hall - Monday 7:00-9:45
Red Cross CPR - Rec Hall - Tuesday 1:15-2:15 & 7:15-9:15
Fingerprinting Merit Badge - Craftshop - Tues & Wed 6:50-8:30
Mile Swim - Waterfront - Mon thru Thurs 6:50

This is to certify that I personally counselled the above named Scout, and I certify that he understands and meets the pre-requisites as described on pages 20 thru 22 of the "Scoutmaster's Summer Camp Guide", and that he is qualified to work on the merit badges indicated above.

Scoutmaster: _____ Date: _____

NOTE: Any erasures or changes must be initialed by the Scoutmaster.



1990 BASIC SCOUT SKILLS SIGN-UP FORM

Name

Troop Campsite Week

PERIOD 1	PERIOD 2
Monday (Circle one) Session A T:3a - Whip and fuse ends of rope T:3b - Knots: two half hitches & tautline F:8a - Knots: Bowline Session B S:2b - Woods tools/Totin' Chip	Monday (Circle one) Session A T:3a - Whip and fuse ends of rope T:3b - Knots: two half hitches & tautline F:8a - Knots: Bowline Session B S:2b - Woods tools/Totin' Chip
Tuesday (Circle one) Session A T:8 - Buddy system in Scouting S:7 - Precautions for a safe swim T:5 - Display, raise, lower, fold flag S:3 - Participate in flag ceremony Session B T:4 - Rules for Safe hiking S:1a - Maps and compass F:1 - Directions without a compass	Tuesday (Circle one) Session A T:8 - Buddy system in Scouting S:7 - Precautions for a safe swim T:5 - Display, raise, lower, fold flag S:3 - Participate in flag ceremony Session B T:4 - Rules for Safe hiking S:1a - Map and compass F:1 - Directions without a compass
Wednesday (Circle one) Session A T:10 - Local poisonous plants S:5 - 10 kinds of wild animals F:6 - 10 kinds of plants Session B T:11a - Heimlich maneuver T:11b - First aid for minor injuries S:6a - First aid for Hurry cases S:6c - Object in eye, bites, punctures, etc.	Wednesday (Circle one) Session A S:1b - Map & compass five mile hike Session B F:2 - Complete orienteering course Session C S:4 - Participate in Service Project Session D F:7a - Knots: Hitches & lashes F:7b - Make useful camp gadget
Thursday (Circle one) Session A S:1b - Map & compass five mile hike Session B F:2 - Complete orienteering course Session C S:4 - Participate in Service Project Session D F:7a - Knots: Hitches & lashes F:7b - Make useful camp gadget	Thursday (Circle one) Session A T:10 - Local poisonous plants S:5 - 10 kinds of wild animals F:6 - 10 kinds of plants Session B T:11a - Heimlich maneuver T:11b - First aid for minor injuries S:6a - First aid for hurry cases S:6c - Object in eye, bites, punctures
Friday (Circle one) Session A S:2c - Tinder, kindling, and fuel Session B F:8b - Bandages for head, arm, etc. F:8c - Transport a person F:8d - Signs of heart attack, explain CPR	Friday (Circle one) Session A S:2c - Tinder, kindling, and fuel Session B F:8b - Bandages for head, arm, etc. F:8c - Transport a person F:8d - Signs of heart attack, explain CPR





Pine
Tree
Council

CAMP WILLIAM HINDS CAMP STAFF APPLICATION



A good employee follows directions carefully.
Please **PRINT** neatly or type this application.

Pine Tree Council, BSA
is An Equal Opportunity
Employer.

Name _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: _____

Age on June 15 th _____ Date of Birth: _____

Social Security Number: _____

Dates available: _____ to _____

*Note: Applicants are not re-
quired to give any information
on this application that is
prohibited by Federal, State,
or local law.*

*This application will be given
every consideration, but its
receipt does not imply that
the applicant will be hired.*

Please indicate 1st, 2nd, and 3rd choice of position below.

(Note: Staffing requirements vary from year to year. Some positions may be combined
or not filled in any given year.)

(15 years old)

(At least 16 years old)

(At least 18 years old)

(At least 21 years of age)

☐ Counselor-in-Training

☐ Aquatics Instructor

☐ Archery Director

☐ Camp Director

☐ Chaplain's Aide

☐ Asst. Aquatics Director
(boating)

☐ Asst. Camp Director/
C.I.T. Director

☐ Dining Hall Steward
(18 or older preferred)

☐ Asst. Aquatics Director
(swimming)

☐ Program Director

☐ First Aid Instructor

☐ Commissioner
(21 or older preferred)

☐ Aquatics Director

☐ Handicraft Instructor

☐ Handicraft Director
(21 or older preferred)

☐ Chaplain

☐ Kitchen Aide

☐ Nature-Conservation
Director

☐ Cook/Chef

☐ Nature Instructor

☐ Provisional Asst. S.M.

☐ Health Officer/Nurse
(Minimum required: LPN)

☐ Provisional JASM

☐ Scoutcraft Director
(21 or older preferred)

☐ Provisional Scoutmaster

☐ Ranger's Assistant
(18 or older preferred)

☐ Trading Post Operator

☐ Rifle Range Director

☐ Scoutcraft Instructor

☐ _____

☐ _____

☐ _____

State the reasons for your choice(s): _____

SCOUTING HISTORY:

Are you currently a registered Scout or Scouter ? NO YES
(circle one)

Current Troop # _____ City _____ State _____

How have you been involved in Scouting ?

Cub Scout	NO	YES	Number of years	_____
Boy Scout	NO	YES	Number of years	_____
Explorer	NO	YES	Number of years	_____
Adult Leader	NO	YES	Number of years	_____

Current Rank: Scout Tenderfoot Second Class First Class Star Scout Life Scout Eagle Scout
(Please circle highest rank)

Leadership Positions held:

Scout: Patrol Leader Scribe Quartermaster Instructor Asst. Senior Patrol Leader
Senior Patrol Leader Leadership corps Junior Assistant Scoutmaster

Adult: _____

Order of the Arrow Member: NO YES Level: Ordeal Brotherhood Vigil
(Circle one)

Experience at Boy Scout Summer Camp:

Cub Scout Camper	NO	YES	# of years	_____	Where	_____
Boy Scout Camper	NO	YES	# of years	_____	Where	_____
Adults Leader	NO	YES	# of years	_____	Where	_____
Counselor-In-Training	NO	YES	# of years	_____	Where	_____
Camp Staff	NO	YES	# of years	_____	Where	_____
			Position	_____		_____

Other Scouting experiences (Jamborees, High Adventure, etc.)

List any special Scout Training you have had (JLT, Adult Leader Training, Woodbadge, etc.)

CAMP RELATED MERIT BADGES AND AWARDS: (Please circle those you have earned.)

BSA Lifeguard	Basketry MB	Astronomy MB	CPR
Canoeing MB	Indian Lore MB	Bird Study MB	Emergency Prep MB
Lifesaving MB	Leatherwork MB	Botany MB	First Aid MB
Mile Swim	Metalwork MB	Environmental Science MB	
Motorboating MB	Woodcarving MB	Fish & Wildlife MB	
Rowing MB		Fishing MB	
Small-boat Sailing MB		Forestry MB	Camping MB
Snorkeling BSA		Insect Life MB	Cooking MB
Swimming MB	Athletics MB	Mammals MB	Orienteering MB
Waterskiing MB	Archery MB	Nature MB	Pioneering MB
Red Cross WSI	Personal Fitness MB	Oceanography MB	Wilderness Survival
	Rifle & Shotgun	Reptile Study MB	
		Soil & Water MB	Bugling MB
		Weather MB	

State why you would like to be a Camp Staff Member:

List job, school, or hobby experiences which have added to your camping or leadership qualifications.

List leadership positions with other youth organizations: (School, sports, clubs, etc.)

List last three places of employment:

Employer/Company	Address	City & State	Supervisor	Phone #
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>

ADULTS ONLY (18 years of age or older)

Marital Status: Married Single
(circle one)

Number of Children: _____

Ages: _____

Highest Educational Institution Attended:

Institution: _____ Date attended: _____

What diploma, degree, or certificates: _____

Have you attended BSA National Camping School in the last 5 years? NO YES

When: _____ Where: _____ Certificate: _____

Do you hold a Red Cross W.S.I. Certificate ? NO YES Date: _____

Other aquatics training: _____

Do you hold a current C.P.R. certificate ? NO YES Type: _____ Date: _____

PERSONAL REFERENCES: - List three personal references. (NOT RELATIVES)

School -

Name: _____ Phone: _____
Address: _____ Title: _____
City: _____ State: _____ Zip: _____

Work - (or neighbor if no previous work experience)

Name: _____ Phone: _____
Address: _____ Relationship: _____
City: _____ State: _____ Zip: _____

Other - (Church leader, youth organization advisor or coach, Scouting, etc.
but not the Scout Leader listed below.)

Name: _____ Phone: _____
Address: _____ Relationship: _____
City: _____ State: _____ Zip: _____

Do you use tobacco ? NO YES

Would you be willing to agree not to use tobacco while on duty ? NO YES

IF SELECTED, THE PINE TREE COUNCIL, BOY SCOUTS OF AMERICA CAN EXPECT MY LOYALTY TO THE CAMP MANAGEMENT, ITS POLICY AND PROGRAM, AND MY FULL COOPERATION WITH OTHER MEMBERS OF THE STAFF.

Signed _____ Date: _____
Applicant

Applicants who are under 18 years of age are required to have the approval of their Scout Leader and Parent or Guardian, as stated below:

I CERTIFY THAT THE ABOVE NAMED APPLICANT IS WORTHY OF CONSIDERATION, AND HAS MY APPROVAL TO BE INTERVIEWED REGARDING SELECTION FOR MEMBERSHIP ON SUMMER CAMP STAFF.

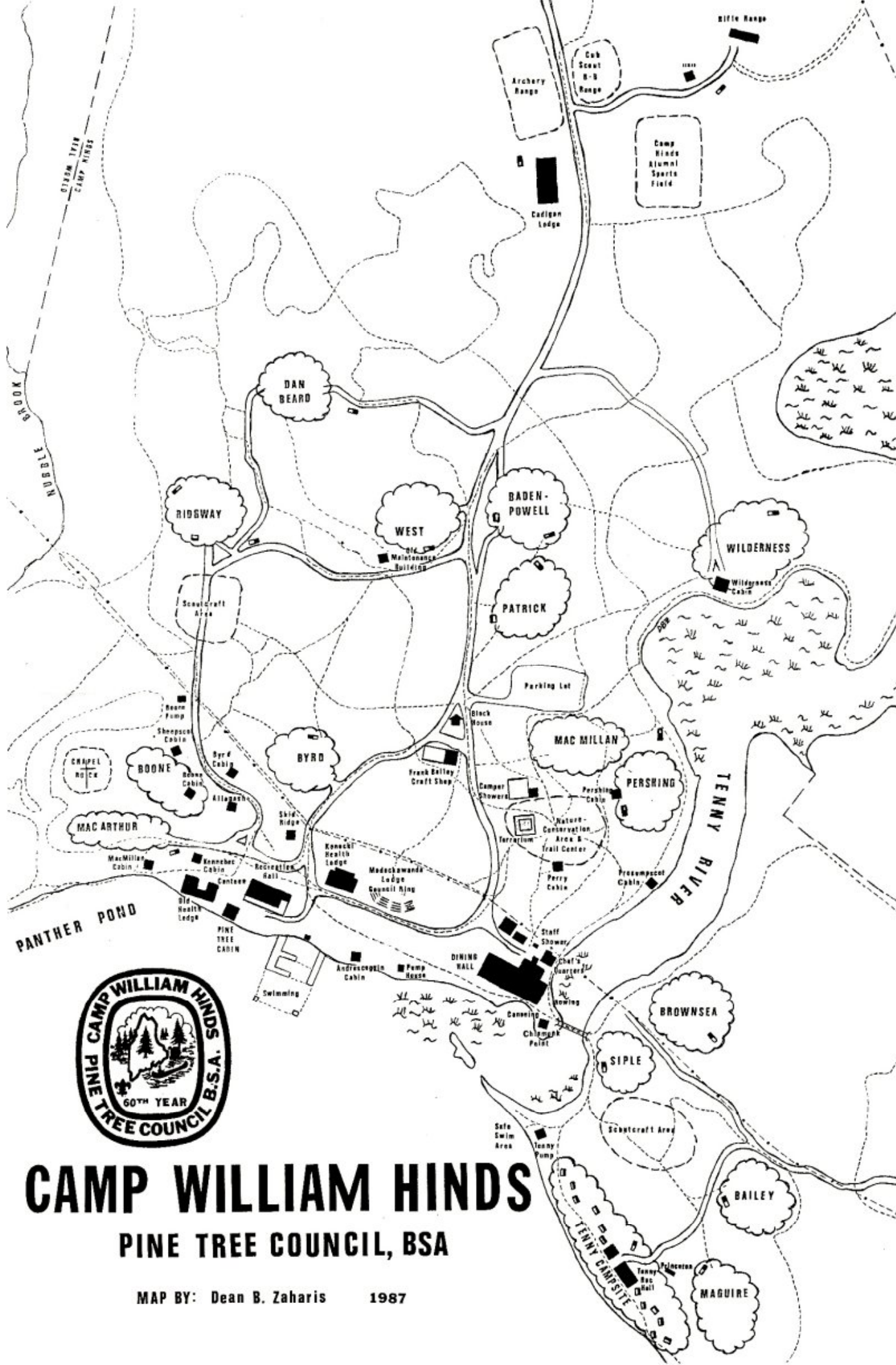
Scout Leader -

Name: _____ Phone: _____
Address: _____
City: _____ State: _____ Zip: _____
Signature: _____ Position: _____ Unit #: _____

Parent or Guardian -

Signature: _____ Date: _____

PLEASE MAIL COMPLETED APPLICATIONS TO: Camp Director - Camp Hinds
Pine Tree Council, B.S.A.
125 Auburn Street
Portland, Maine 04103



CAMP WILLIAM HINDS

PINE TREE COUNCIL, BSA

MAP BY: Dean B. Zaharis

1987