



2015 CAMP WILLIAM HINDS

STAFF MANUAL

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CAMP WILLIAM HINDS

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Dear Camp Hinds Staff Member,

Congratulations on being selected to be a part of the 2015 Hinds Camp Staff Family. This summer we will have the opportunity to provide our Scouts with programs that will allow them to challenge themselves, experience new adventures and build skills and confidence to last a life time. We have the responsibility to instill values, be role models and give everyone who walks through the gates of Camp Hinds the greatest summer camp experience of their lives. While this is our vision, we know that it is you, the camp staff, that will help to make this program come alive.

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

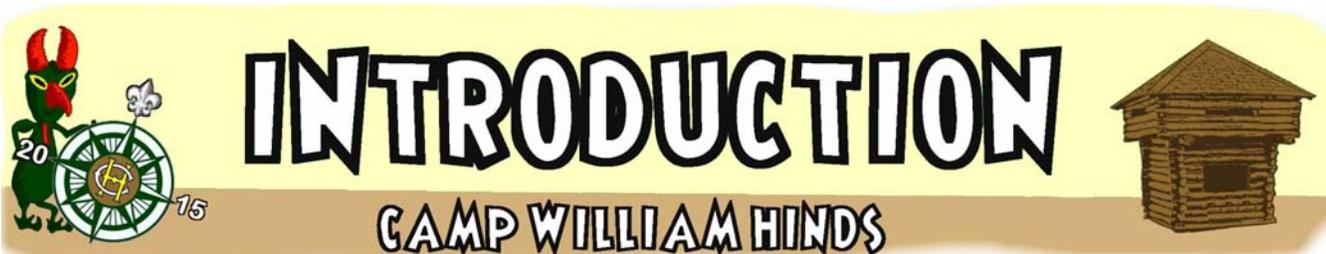
One of the most rewarding parts of being on a camp staff is the friendships and the life lessons you as a staff member will be a part of this summer. Every camper and staff member that sets foot inside Camp Hinds makes an impact with that they do and how they carry themselves. You will have a chance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

*Have you been half asleep and have you heard voices?
I've heard them calling my name.
Is this the sweet sound that called the young sailors.
The voice might be one and the same.
I've heard it too many times to ignore it.
It's something that I'm supposed to be.
Someday we'll find it, the rainbow connection.
The lovers, the dreamers and me.*

- Kermit the Frog, "Rainbow Connection"

In The Spirit of Scouting,

The Golden Eyed Kattywampus and Lord Baden Powell



What Is Our Purpose?

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

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

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

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

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



Goal of the Camp Staff

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

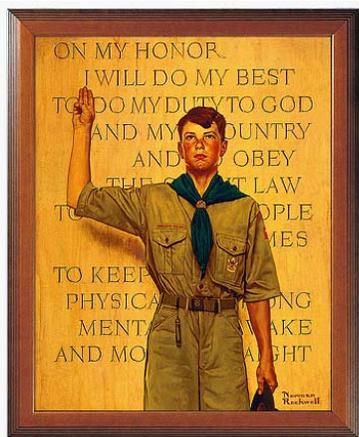
You were selected for staff because you demonstrate certain basic qualities and live by the highest Scouting standards. You show evidence of acceptance of the Scout Oath and Law as guiding principles in your daily life. You practice good sportsmanship, play the game, and be consistently resourceful at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

The Scout Oath & Law As It Pertains To Camp Staff

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

SCOUT OATH

ON MY HONOR I WILL DO MY BEST
TO DO MY DUTY TO GOD AND MY COUNTRY
AND TO OBEY THE SCOUT LAW;
TO HELP OTHER PEOPLE AT ALL TIMES;
TO KEEP MYSELF PHYSICALLY STRONG,
MENTALLY AWAKE AND MORALLY STRAIGHT



SCOUT LAW --

A SCOUT IS:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



BSA Registration

All staff members must be registered members of the Boy Scouts of America. If you are registered in another council, you must provide a copy of your registration card to the camp office. Anyone not yet registered, must fill out an application to join and pay the registration fee prior to the start of camp.

Salaries & Pay Checks

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

Required Paperwork

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

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

Alcohol & Drugs

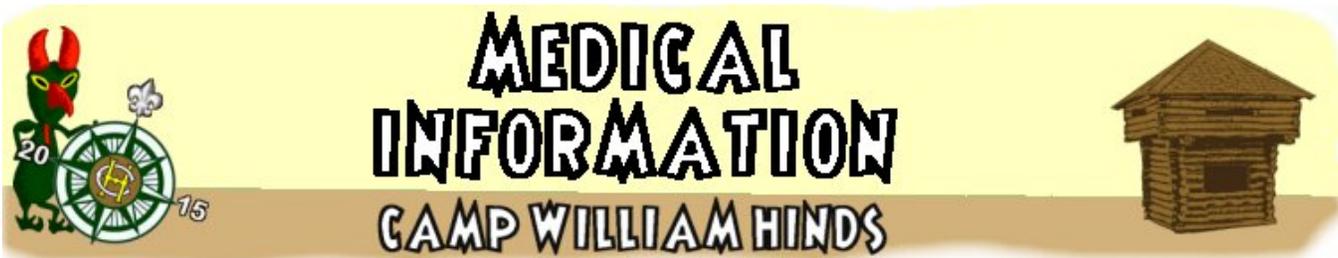
No drugs or alcohol in any form are allowed on BSA property. If you are found to be the possession of any drugs or alcohol you will be subject to dismissal from your duties. The Maine State Police will be notified if any drugs are found. Drug paraphernalia is not allowed in camp.

Smoking

Smoking is not allowed in camp by anyone under the age of 18. Persons under the age of 18 who have in their possession cigarettes or cigarette lighters will be disciplined, possibly dismissed from their job. Adults may smoke in the designated smoking areas only. A smoking area is located behind the "A Frame" for smokers. Smoking is not allowed in any camp buildings, this includes your cabin. Smokers, please be courteous of others and keep the smoking area clean.

Social Networking Sites

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



Medical Information

The camp medical staff is overseen by Dr. Donald Burgess - Chief of Pediatrics at Southern Maine Medical Center. A licensed health officer is in camp, on duty at all times, to handle all medical emergencies. If the injury or illness is serious, the person is brought to a local health care facility. Written agreements are in place between Camp Hinds and local health care providers to care for our campers, staff and guests.

Illnesses & Injuries

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

Medical Forms

All Staff and family members living in camp must have a completed BSA medical form on file with the camp health office while in camp. A new health form has been developed by the BSA and ALL STAFF are REQUIRED TO USE THIS NEW FORM. You must have a valid physical within 12 months of camp. The height and weight restrictions are only guidelines for summer camp but are mandatory for high adventure activities.

Medical Recheck & Medications

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



UNIFORMS & ATTIRE



CAMP WILLIAM HINDS

Uniforms & Attire

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

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

Class "A"

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

- An official short sleeve Class A shirt, tucked in, and with appropriate insignia, properly placed.
- Silver Shoulder Loops.
- Any Official Scout Shorts with an official Scout Belt.
- Boy Scout Uniform Socks
- The 2015 Camp Hinds Hat
- The 2015 Camp Hinds Neckerchief & slide
- OA members should wear their sash on OA day only.
- Appropriate footwear must be worn at all times, except at the waterfront.
- No other clothing, jewelry, earrings, etc., shall be worn without permission of the Camp Director.



Class "B"

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

For the Class B uniform, you may wear:

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

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

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



Waterfront Clothing

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

Kitchen Uniform

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

COPE/Climbing Uniform

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

Civilian clothing

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

Costumes

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

Webelos Resident Camp

The theme for all Cub programs in 2015 is “Take Flight”. During Webelos Resident camp you are encouraged to wear costumes at the following times:

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

Boy Scout Resident Camp

The program director may declare a theme of the week at Boy Scout Camp. You are encouraged to wear a costume during the Friday campwide event.



Staff Uniform benefits

You will receive one staff shirt, staff neckerchief & slide, and staff hat at the beginning of camp. Additional polo shirts and staff T-shirts will be available at cost to you. If you misplace or lose your staff hat or neckerchief & slide you will be required to replace it by purchasing one at the trading post. Please do not purchase or give staff items to non-staff. These items are a privilege for our staff members.

Suggested Uniform Needs

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

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

Jewelry/Accessories/Makeup Policy

- All accessories worn with the staff uniform should be respectful of the BSA.
- Any staff with earrings must only wear small studs or small hoops.
- Earrings should only be worn in the ears.
- If any jewelry interferes with the safety of your job, it must be removed.
- Any necklaces worn while on duty should not be offensive and if possible worn under your shirt.
- Other jewelry (rings, bracelets, etc.) will be allowed if they are not offensive, excessive, or dangerous to your duties.
- No other non-approved clothing accessories will be allowed. This includes handcuffs on belts, chains, etc.
- A limited amount of makeup will be acceptable for female staff members including nail polish. Any makeup should not be excessive or offensive (black or extremely dark lipstick, nail polish, etc.)
- Male staff members should not be wearing any makeup or nail polish.
- Hair color must be of a "natural" shade
- The Camp Administration will have final say on any jewelry, makeup or accessories in camp.



Work Schedule

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

Work Hours - Time Off

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

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

Work Hours - Sleep

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

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

Work Hours - Staff Curfew & Quiet Hours

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

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

Work Hours - Nights Out

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

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

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

Staff members wanting a night out must get approval from:

- 1) their immediate supervisor,
- 2) the Camp Commissioner,
- 3) the program director and
- 4) the camp director.

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

Work Hours - Early Nights Out

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

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

Substitutes

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

Leaving Camp (Sign In/Sign Out)

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

Staff Lounge

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

Mail & Emergency Phone Numbers

The camp phone is for camp business and emergencies only. There is a pay phone in camp for non-emergency use. The Emergency Phone Number is (207) 655-4878. Mailing Address:

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

Mail is delivered daily to camp. All emergency messages received in the camp office will be delivered immediately by the camp staff. Outgoing mail may be placed in the mailbox at the Trading Post.

Staff Quarters

Our staff cabins are designated by the Camp Director as either Youth Male or Youth Female Cabins, Adult Male or Adult Female Cabins, or Family Cabins. Generally speaking, most of our staff stay in cabins. Certain jobs, or due to the lack of enough cabins, may dictate that you live in a tent.

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

You are expected to sleep in your own quarters. Do not change quarters without the permission of the Camp Administration.

Staff cabins and staff areas are off limits to members of the opposite sex and to campers. Please do not invite campers, leaders or staff family members to your cabins. Be respectful of your roommates. Do not touch their belongings without permission.

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

Staff Quarters Rules

- Be respectful of your room mates, their belongings and wishes.
- No smoking allowed in any camp buildings.
- No alcohol or illegal drugs allowed.
- No TVs or VCRs/DVD players allowed in under 18 year old cabins.
- No electrical appliances allowed without permission of the Camp Director.
- Over 18 year old cabins must ask permission of the Camp Director prior to bringing any electrical appliances to camp.
- No open flames, candles or liquid fuel lanterns allowed in staff quarters.
- No alteration of cabin interiors without Administration Permission (wall graffiti, painting, minor reconstruction, addition/removal of shelving, etc.)

Trading Post

Camp Hinds operates a trading post, like a general store. The trading post offers camp T-shirts, hats, sweatshirts, postcards and stamps, souvenir items, candy, soda and toiletries. We also offer camping equipment like flashlights, bug spray, jack knives and much more. Only the trading post staff are allowed behind the counter in the trading post. The Trading post is not a place for loitering. Remember, there is no credit at the trading post. All items must be paid for at the time of purchase.

Kitchen

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

Visitors

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

Staff Family Members

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

Staff & Family Guidelines:

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

Vehicles in Camp

- Camp parking lot for staff vehicles is main parking lot, parking as close to the north side of the parking lot as possible (remember, customer service)
- Any staff member under the age of 18 must have permission from the Camp Director to have a vehicle in camp. Under 18 year olds may be asked to keep their car keys in the camp office.
- Only licensed drivers are allowed to drive on camp property.
- Only licensed drivers over 18 may transport any passengers, unless they are family members. This includes travel to and from camp on days off.
- Only vehicles and trucks needed for camp operation, as designated by the Camp Director, will be allowed to driven in camp.
- All PTC owned vehicles must be operated by drivers over 18, who are approved by the Camp Director and Properties Superintendent.
- Passengers are not to be transported in the back of pickups, campers or trailers.
- Camp posted speed limit is 10 MPH.
- Seat belts must be used by all drivers and passengers.
- All State of Maine driving regulations must be followed.
- Except when checking into camp during staff week, vehicles will not be allowed in camp and must be kept in the parking lot. Drop off & pick up is at the main parking lot.
- Those expecting rides should plan on meeting their ride at the parking lot.

Laundry Facilities

Camp has one set of washer/dryers. The kitchen and Health lodge have first claim to these machines. They are available to staff members when not in use. A key to the laundry room can be signed out in the office. You need to provide your own soap.

What To Bring to Camp

For The Entire Summer:

- Photocopy of Medical Form
- Scout Uniform (As Described Above)
- Underwear
- Extra shoes
- Rain gear
- Flashlight w/ extra batteries
- Pillow w/ pillowcase
- Sheets & blankets
- Swimsuit & towels
- Jacket or sweater
- Pajamas
- Toilet articles:
 - Soap, wash clothes, towels,
 - Toothbrush & paste, Deodorant,
 - Razors, hair brush & comb, etc.
- Scout handbook & field book
- Reference books for MB classes
- Paper & pencils, notebook
- Watch
- Laundry bag, laundry soap
- Combo lock for cabin
- AN ALARM CLOCK THAT WORKS
- Sleeping Bag
- Mess Kit
- Song/Skit Ideas/Idea Book

Optional Gear:

- Camera
- Money for t-post
- Musical instrument
- Fishing gear
- Suntan lotion
- Sports equipment
- Small electric fan for cabin
- Costumes for campfires
- Stationary & stamps

For Staff Week:

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

Leave At Home:

- Long Sleeve Scout shirts
- Sheath knives
- Ammunition
- Fireworks
- Guns
- Archery equipment
- Appliances
- Pornographic material
- Pets
- Computers

Electronic Devices at Camp

Electronic Devices are not to be present during program hours (7AM – 8:30PM). Staff members are allowed to have certain items in their cabins, but some of these items have no place in program areas. Unacceptable devices include cell phones, beepers, electronic games, “novelty” items, portable computers, video cameras, etc. Any exceptions will be granted by the camp administration only.

Camp Hinds Behavior Management Policy

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

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

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



Webelos Resident Camp

Webelos resident camping is a council-organized, theme-oriented overnight camping program. Webelos Scout resident camp runs for four days and three nights and is conducted under certified leadership at a camp approved by the council. Resident camping typically includes, but is not limited to, the following outdoor program areas:

- Swimming
- Boating
- Craftshop
- Nature
- Pellet Range
- Archery
- Scout Skills
- Sports
- Challenge (COPE)
- Technology

Each year, councils change their overall theme to offer different adventures. Examples of themes include Sea Adventure, Space Adventure, Athletes, Knights, Circus Big Top, American Indian Heritage, Folklore, and the World Around Us.

Camp Hinds is offering two sessions of Webelos Resident Camp for 2015:

Session 1: June 30 (Tuesday) – July 3 (Friday)
Session 2: August 16 (Sunday) – August 19 (Wednesday)

Certification of the resident camp director and program director is provided through the National Camping School. All Webelos resident camps shall be conducted in accordance with established standards as provided in National Standards.

CAMP WILLIAM HINDS - 2015 - SAMPLE WEBELOS SCHEDULE

DAY 1 Tuesday, June 30, 2015 Sunday, Aug 16, 2015

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

DAY 2 Wednesday, July 1, 2015 Monday, Aug 17, 2015

6:30 AM	Polar Bear Swim									
7:00 AM	Reveille (Rise and Shine)									
7:10 AM	Waiter's Call									
7:30 - 8:15 AM	Breakfast and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J	
8:30 - 9:05 Pellet Range	8:30 - 9:05 Archery	8:30 - 9:35 Boating	8:30 - 9:35 Boating	8:30 - 9:05 Nature	8:30 - 9:05 Craftshop or Tech	8:35 - 9:35 Swimming	8:35 - 9:35 Swimming	8:30 - 9:05 Challenge	8:30 - 9:05 Scout Skills	
9:10 - 9:45 Archery	9:10 - 9:45 Pellet Range			9:10 - 9:45 Craftshop or Tech	9:10 - 9:45 Nature			9:10 - 9:45 Scout Skills	9:10 - 9:45 Challenge	
9:55 - 10:30 Challenge	9:55 - 10:30 Scout Skills	9:55 - 10:30 Pellet Range	9:55 - 10:30 Archery	9:55-11:00 Boating	9:55-11:00 Boating	9:55 - 10:30 Nature	9:55 - 10:30 Craftshop or Tech	10:05 - 11:05 Swimming	10:05 - 11:05 Swimming	
10:35 - 11:10 Scout Skills	10:35 - 11:10 Challenge	10:35 - 11:10 Archery	10:35 - 11:10 Pellet Range			10:35 - 11:10 Craftshop or Tech	10:35 - 11:10 Nature			
11:30 - 12:30	Buffet Lunch at Dining Hall - Wear Class "A"s for Pack/Den Photos before and after lunch									
12:30 - 1:30	Siesta									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J	
1:35 - 2:35 Swimming	1:35 - 2:35 Swimming	1:30-2:05 Challenge	1:30-2:05 Scout Skills	1:30-2:05 Pellet Range	1:30-2:05 Archery	1:30 - 2:30 Boating	1:30 - 2:30 Boating	1:30-2:05 Nature	1:30-2:05 Craftshop or Tech	
		2:10 - 2:45 Scout Skills	2:10 - 2:45 Challenge	2:10 - 2:45 Archery	2:10 - 2:45 Pellet Range			2:10 - 2:45 Craftshop or Tech	2:10 - 2:45 Nature	
2:55 - 3:30 Nature	2:55 - 3:30 Craftshop or Tech	3:00 - 3:55 Swimming	3:00 - 3:55 Swimming	2:55 - 3:30 Challenge	2:55 - 3:30 Scout Skills	2:45 - 3:20 Pellet Range	2:45 - 3:20 Archery	2:50 - 3:50 Boating	2:50 - 3:50 Boating	
3:35 - 4:10 Craftshop or Tech	3:35 - 4:10 Nature			3:35 - 4:10 Scout Skills	3:35 - 4:10 Challenge	3:25 - 4:00 Archery	3:25 - 4:00 Pellet Range			
4:20 - 5:25 Boating	4:20 - 5:25 Boating	4:10 - 4:45 Nature	4:10 - 4:55 Craftshop or Tech	4:25 - 5:25 Swimming	4:25 - 5:25 Swimming	4:10 - 4:45 Challenge	4:10 - 4:45 Scout Skills	4:10 - 4:45 Pellet Range	4:10 - 4:45 Archery	
		4:50 - 5:25 Craftshop or Tech	4:50 - 5:25 Nature			4:50 - 5:25 Scout Skills	4:50 - 5:25 Challenge	4:50 - 5:25 Archery	4:50 - 5:25 Pellet Range	
5:40 PM	Waiter's Call									
5:45 PM	Retreat - (In Uniforms)									
6:00 PM	Dinner and Dining Hall Program									
7:00 PM	All Camp Event									
8:30 PM	Campfire or Pack Activity in your Site									
9:00 PM	Taps (Lights out and all quiet)									

CAMP WILLIAM HINDS - 2015 - SAMPLE WEBELOS SCHEDULE

DAY 3 Thursday, July 2, 2015 Tuesday, Aug 18, 2015

6:30 AM Polar Bear Swim									
7:00 AM Reveille (Rise and Shine)									
7:10 AM Waiter's Call									
7:30 - 8:15 AM Breakfast and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
8:35 - 9:35 Swimming	8:35 - 9:35 Swimming	8:30 - 9:05 Sports	8:30 - 9:05 Sports	8:30 - 9:05 Slingshot	8:30 - 9:05 Archery	8:30 - 9:35 Boating	8:30 - 9:35 Boating	8:30 - 9:05 Nature	8:30 - 9:05 Craftshop or Tech
		9:10 - 9:45 Scout Skills	9:10 - 9:45 Polaris	9:10 - 9:45 Archery	9:10 - 9:45 Slingshot			9:10 - 9:45 Craftshop or Tech	9:10 - 9:45 Nature
9:55 - 10:30 Nature	9:55 - 10:30 Craftshop or Tech	10:05 - 11:05 Swimming	10:05 - 11:05 Swimming	9:55 - 10:30 Sports	9:55 - 10:30 Sports	9:55 - 10:30 Slingshot	9:55 - 10:30 Archery	9:55-11:00 Boating	9:55-11:00 Boating
10:35 - 11:10 Craftshop or Tech	10:35 - 11:10 Nature			10:35 - 11:10 Scout Skills	10:35 - 11:10 Polaris	10:35 - 11:10 Archery	10:35 - 11:10 Slingshot		
11:30 - 12:30 Buffet Lunch at Dining Hall									
12:30 - 1:30 Siesta									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
1:30 - 2:30 Boating	1:30 - 2:30 Boating	1:30-2:05 Nature	1:30-2:05 Craftshop or Tech	1:35 - 2:35 Swimming	1:35 - 2:35 Swimming	1:30-2:05 Sports	1:30-2:05 Sports	1:30-2:05 Slingshot	1:30-2:05 Archery
		2:10 - 2:45 Craftshop or Tech	2:10 - 2:45 Nature			2:10 - 2:45 Scout Skills	2:10 - 2:45 Polaris	2:10 - 2:45 Archery	2:10 - 2:45 Slingshot
2:45 - 3:20 Slingshot	2:45 - 3:20 Archery	2:50 - 3:50 Boating	2:50 - 3:50 Boating	2:55 - 3:30 Nature	2:55 - 3:30 Craftshop or Tech	3:00 - 3:55 Swimming	3:00 - 3:55 Swimming	2:55 - 3:30 Sports	2:55 - 3:30 Sports
3:25 - 4:00 Archery	3:25 - 4:00 Slingshot			3:35 - 4:10 Craftshop or Tech	3:35 - 4:10 Nature			3:35 - 4:10 Scout Skills	3:35 - 4:10 Polaris
4:10 - 4:45 Sports	4:10 - 4:45 Sports	4:10 - 4:45 Slingshot	4:10 - 4:45 Archery	4:20 - 5:25 Boating	4:20 - 5:25 Boating	4:10 - 4:45 Nature	4:10 - 4:55 Craftshop or Tech	4:25 - 5:25 Swimming	4:25 - 5:25 Swimming
4:50 - 5:25 Scout Skills	4:50 - 5:25 Polaris	4:50 - 5:25 Archery	4:50 - 5:25 Slingshot			4:50 - 5:25 Craftshop or Tech	4:50 - 5:25 Nature		
5:30 PM Pickup food at kitchen for cookout									
5:45 PM Prep Dinner									
6:00 PM Dinner in your campsite									
7:00 PM Open Areas									
8:30 PM Campfire or Pack Activity in your Site									
9:00 PM Taps (Lights out and all quiet)									

DAY 4 Friday, July 3, 2015 Wednesday, Aug 19, 2015

6:30 AM Polar Bear Swim									
7:00 AM Reveille (Rise and Shine)									
7:10 AM Waiter's Call									
7:30 - 8:15 AM Breakfast and Dining Hall Program									
8:15 - 9:15 AM Campsite Cleanup and Pack-up									
9:15 - 10:45 AM Midway Fair									
10:45 AM Closing Ceremony									
11:00 AM Have a safe trip home									

Webelos Resident Camp - Advancement and Offerings

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

Listed below are the activities that your Webelos will participate in the week. While most of the activities are scheduled for you, there are two rotations where we offer Dens the choice of which activity pin to work on.

All Scouts will participate in these activities

Where an Adventure is listed, one or more requirements for that Adventure will be completed during that activity.

Swimming:
Webelos/AOL Elective Adventure: Aquanaut



Boating:
Webelos/AOL Elective Adventure: Aquanaut



Archery:
Archery Belt loop



Action Slingshot & Pellet Rifles

Challenge & Initiative Games

Sports:
Webelos/AOL Elective Adventure: Sportsman



Scoutskills:
Webelos Adventure: Cast Iron Chef



Cookout:
(In your site)
Webelos Adventure: Cast Iron Chef



Dens Will Choose One From Each Of The Following Options

Where an Adventure is listed, two or more requirements for that Adventure will be completed during that activity.

1) Nature
(pick one) Nature:
Webelos/AOL Elective Adventure: Into the Woods



Nature:
Webelos/AOL Elective Adventure: Earth Rocks!

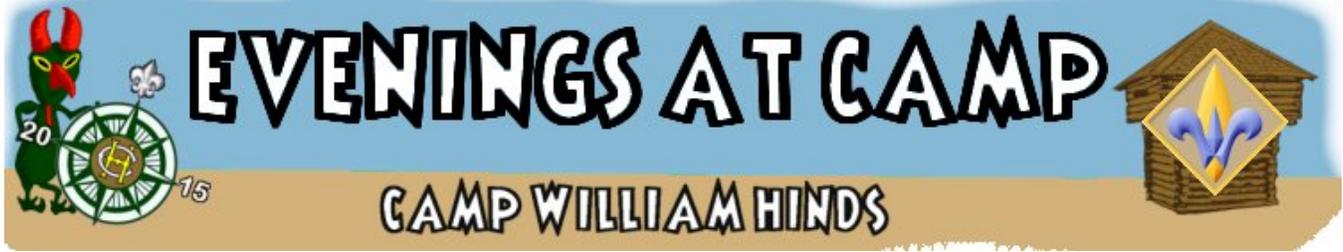


2) Craftshop or Tech
(pick one) Craftshop:
Webelos/AOL Elective Adventure: Art Explosion



Tech Center:
Webelos/AOL Elective Adventure: Game Design





Webelos Day 1

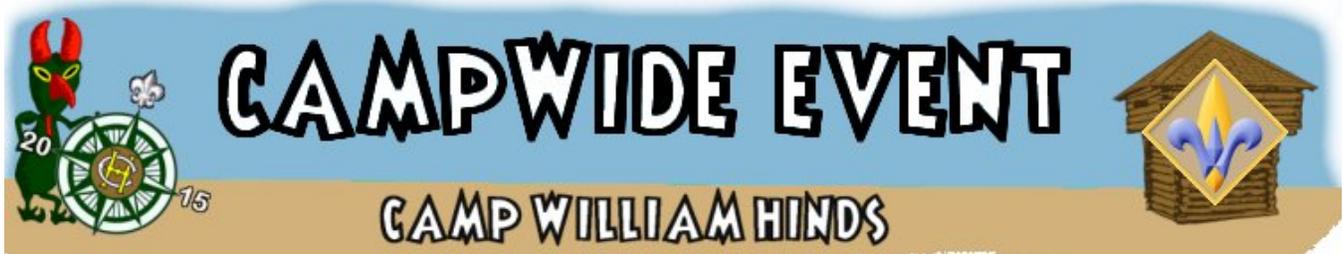
Following dinner on Tuesday (session 1) or Sunday (session 2) we will have a **Waterfront Orientation** which is required of all Scouts and leaders followed by a brief **Duty to God Service** in the council ring followed by a campwide welcome **Campfire**.

Webelos Day 2 | All Camp Event

Following dinner on Wednesday (session 1) or Monday (session 2) we will have a unified activity that we ask all Scouts to participate in. In the past we have had a camp-wide staff hunt, scavenger hunts & more. This evening is filled with games and excitement which is always best enjoyed with friends. It is also the best time to dress up with your **"Take Flight"** theme costume.

Webelos Day 3 | Open Areas

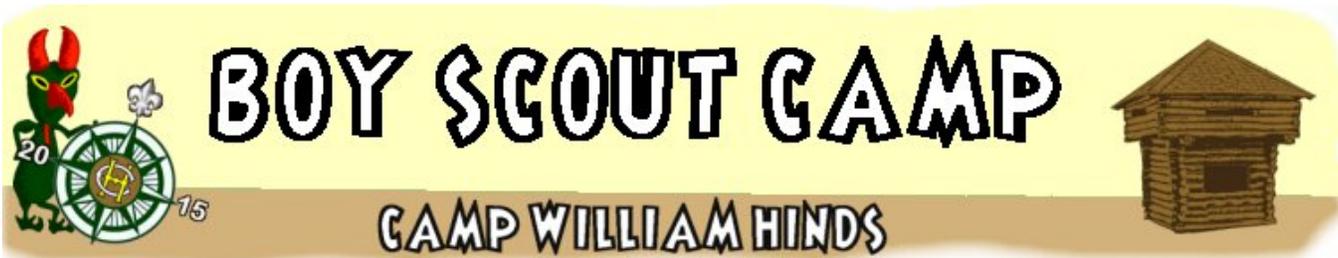
After being at camp for two days now, each Scout will have the chance to experience more time in their favorite area. Each activity area will be open for the Scouts so they can go swimming, boating, make crafts, participate in Scout skill activities, use one of our shooting ranges or whatever caught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



Webelos Day 4 | Midway

After breakfast on the last day, the center of camp will be set up with a huge array of games and challenges. We invite families to come early and checkout this event with your son (we will start around 9am) as well as tour around camp and see what they did during their stay.





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

For our First year Scouts (those who have just crossed over) our POLARIS program will provide a wonderful beginning to their Scouting journey. This exciting program will introduce the new Scout to the skills of Scouting and will allow new Scouts to complete many Tenderfoot to First Class rank requirements as well as earning their first merit badges. Highlights include an ice cream social, overnight, and a hike up scenic Rattlesnake Mountain!

For returning Scouts, our Traditional Summer Camp Program will provide a multitude of opportunities. These Scouts who are in the middle of their Scouting career can earn merit badges, gain leadership skills, build troop unity and develop advanced Scouting skills and experiences.

For the Older Scout, we have made several additions to our selection of badges and afternoon programming. Older boys can choose from opportunities such as the:

- COPE program (Challenging Outdoor Personal Experiences) learning teamwork and advanced leadership skills while getting to experience a high adventure thrill on our high ropes course!
- Pilot Pistol program where older Scouts will learn safe, competitive pistol shooting, and earn their First Steps certification
- Motorboating Merit Badge where older Scouts will learn how to safely operate and care for motorized watercrafts
- Trail To Eagle program where older Scouts can work on many Eagle required merit badges, learn the process for becoming an Eagle Scout, and most importantly what it means to become an Eagle Scouts
- The Scuba and BSA Lifeguard program will keep them on or below the waves all week.

Finally for those wanting to experience camp and see it from the other side, our Counselor in Training program will give them a preview into the life as a Hinds staff member while teaching real life skills!





FIRST YEAR CAMPERS

CAMP WILLIAM HINDS

Polaris Program

**Full Week-Half Day Program | Recommended Age 10 & 11
Offered Every Week**

IS THIS YOUR FIRST YEAR AS A CAMPER or AS A BOY SCOUT!?! Polaris is our First Year Camper Experience, which will introduce your new Scout to new skills, provide an opportunity to advance, and experience unique summer activities in one action packed program. This program is ideal for new Scouts as each Scout will get...



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

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

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

A Typical Day in POLARIS

9:00 -9:15	Welcome! Daily Patrol Challenge and games!
9:15- 9:30	Whip & Fuse the End Of A Rope
9:30 -9:45	Knot Relay Race
9:45 -10:15	Demonstrate the proper use and sharpening of an ax
10:15 -10:40	Take the itch out of camp! Plant identification
10:40-10:50	Review of day. Closing game.





TRADITIONAL SCOUT PROGRAM

CAMP WILLIAM HINDS



**For Returning Scouts
Offered Every Week**

PROGRAM OVERVIEW:

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

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

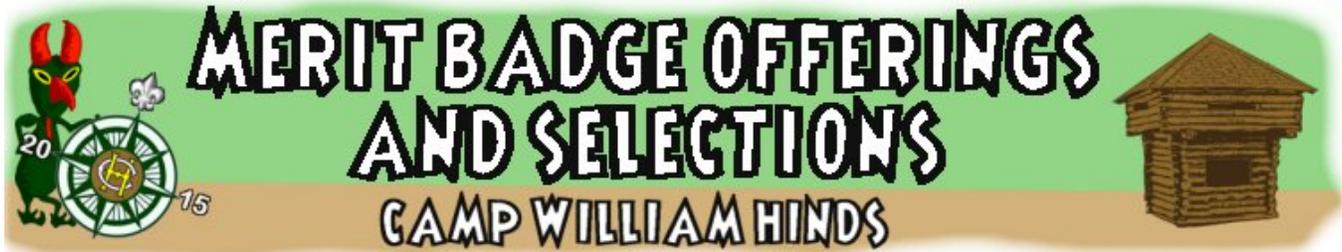
In the afternoon, troops will work together in activities all over camp helping to build teamwork and allow Scouts to see other parts of the camp. On Friday we will have the Camp Wide Event, which is a challenge type program where troop members are encouraged to work together to gain points or race against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

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

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

***See the Daily Schedule in the Appendix of the Leaders' Guide
Or Download Online at www.camphinds.org***





For 2015, we are offering 50 different badges and classes in our traditional program. Scouts and Scoutmasters should have a meeting to decide the right badges for their Scouts. **It is important that badge selection is carefully thought through; a Scout may have the impression that they may want to take a certain badge but it may not be the right fit for that year.**

Age Restrictions and Prerequisites

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

Additional Equipment

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

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

Paperwork

Camp Hinds uses a camp version of the blue cards to record all work done in camp. Leaders will be able to pick up copies of the Camp Hinds merit badge sheets for their Scouts on Friday afternoon. Completed merit badges will be recorded and kept in the records at Camp Hinds. If you are missing paperwork, please contact the camp office before August 21st. After camp please contact the Pine Tree Council Offices at 207 797 5252 ext. 33 to request any copies of missing merit badge paperwork from the summer.

Prerequisites

Many merit badges, including most of the Eagle required ones, have requirements that Scouts **must complete before** attending summer camp. If those requirements are not completed or the Scout does not bring documentation that the requirements were completed, the Scout will go home with a partial. See the chart starting on page 13 for details.

Partials

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

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

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



CAMP WILLIAM HINDS - 2015 - INDIVIDUAL ACTIVITIES BY AREA

C

	Aquatics	Craftshop	Nature	Scoutcraft	Shooting Sports
All Day	BSA Lifeguard				
Morning	Polar Bear Swim				
Period 1 8:30-9:20	Kayaking MB Lifesaving MB Motorboating MB Rowing MB Swimming MB	Art MB Basketry MB Woodcarving MB	Environmental Science MB 1+2 Fishing MB Forestry MB	Emergency Preparedness MB Fire Safety MB First Aid MB Orienteering MB	Archery MB 1+2 Archery MB 1+3 Rifle Shooting MB 1+2 Rifle Shooting MB 1+3 Shotgun Shooting MB 1+2 Shotgun Shooting MB 1+3
Period 2 9:30-10:20	Canoeing MB Kayaking MB Lifesaving MB Motorboating MB Swimming Instruction Swimming MB	Indian Lore MB Leatherwork MB Sculpture MB	Environmental Science MB 1+2 Environmental Science MB 2+3 Weather MB	Cooking MB First Aid MB Pioneering MB Wilderness Survival MB	Archery MB 1+2 Rifle Shooting MB 1+2 Shotgun Shooting MB 1+2
Period 3 10:30-11:20	Canoeing MB Motorboating MB Rowing MB Swimming Instruction Swimming MB	Leatherwork MB Model Design & Building MB Woodcarving MB	Environmental Science MB 2+3 Oceanography MB Soil & Water Cons MB	Backpacking MB Cooking MB Emergency Preparedness MB Wilderness Survival MB	Archery MB 1+3 Rifle Shooting MB 1+3 Shotgun Shooting MB 1+3
Noon	Mile Swim SCUBA (4-6 WK3-5)			Cooking MB meals	
Period 4-6 Older Boy Activities 2:15-4:50	Sailing Experience (4-6 MT or 4-6 WR) Water Skiing Experience (4-6 MT or 4-6 WR)	Fingerprinting MB (Mon) Fingerprinting MB (Tues) Pottery MB (M->R) Welding MB (M->R)		Sons of Daniel Boone Experience (4-6 M->R)	Pilot Pistol Experience (1:00-2:30 M->F) Pilot Pistol Experience (2:30-4:00 M->F)
Evening 7:00-Dusk	Small Boat Sailing MB (Wed)		Astronomy MB (M->R)	Geocaching MB (M->R) Signs, Signals, and Codes MB (M->R)	

CAMP WILLIAM HINDS - 2015 - INDIVIDUAL ACTIVITIES BY AREA

C

	Polaris	Sports	COPE & Climbing	Technology	Trail To Eagle	Campwide
All Day						
Morning						
Period 1 8:30-9:20	Polaris 1+2	Personal Fitness MB	Climbing MB 1+2	Robotics MB 1+2 Space Exploration MB	Citizenship in Community MB Communication MB	
Period 2 9:30-10:20	Polaris 1+2	Personal Fitness MB	Climbing MB 1+2	Digital Technology MB Robotics MB 1+2	Citizenship in Nation MB Citizenship in World MB	
Period 3 10:30-11:20	Nature MB	Sports & Athletics MB	C.O.P.E. for Leaders	Radio MB Photography MB	Citizenship in World MB Personal Management MB	
Noon						
Period 4-6 Older Boy Activities 2:15-4:50	Camping MB (4-6 MT) Camping MB (4-6 WR)	Take Flight Experience (4-6 MT or 4-6 WR)	C.O.P.E. (4-6 M->R)		Citiz in Community MB (4-6 WR) Citiz in Nation MB (4-6 MT) Communication MB (4-6 MT) Eagle Topics (4-6 W or 4-6 R)	
Evening 7:00-Dusk				Chess MB (M->R)	Scouting Heritage MB (M->R)	Music MB (MWR)



MERIT BADGE PREREQUISITES

CAMP WILLIAM HINDS



PARTIAL without doing pre-req

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



These merit badges have pre-requisites that must be met before you can sign up for the badge.

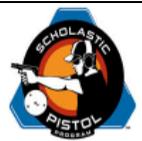
PARTIAL until reqs finished after camp

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

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

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Chess MB @ Tech Center Open to All Scouts		None	Evening merit badge. Be part of the Camp Hinds Weekly Chess Tournament.
	Citizenship in Community MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirements #2 – Bring community map #3 – Attend meeting & be ready to discuss 3b #4b – Interview #7c - volunteer at least eight hours #8 – bring information to complete	Eagle Required Merit Badge
	Citizenship in the Nation MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement #2 – Visit 2 nationally approved places, etc. #3 – Read front page or watch news for 5 days and be prepared to discuss, etc. #8 – Write letter to Senator or Congressman, etc.	Eagle Required Merit Badge
	Citizenship in World MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement 3a – Come prepared to discuss.	Eagle Required Merit Badge
	Climbing MB @ COPE & Climbing Open to Scouts 13 or older		Climbers need to bring long sleeve shirt, long pants, and acceptable footwear (sneakers or flexible closed toe shoes)	Climbing will be on our climbing wall and on open rock faces. Double Period Class
	Communication MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirements #5 – Attend a public meeting, etc. #8 - Plan a troop or crew court of honor, campfire program, or an interfaith worship service. etc.	Eagle Required Merit Badge
	Cooking MB @ Scoutcraft Open to Returning Scouts	NEW for 2015 PARTIAL without doing pre-req	Requirements #3 - Bring in the "Nutritional Facts" labels from 5 different food items. # 5 - Complete at home and bring all paper work and verification. # 7 - Complete at home and bring all paper work and verification.	Will be cooking lunch in Scoutcraft area on Wednesday Eagle Required Merit Badge
	Digital Technology MB @ Tech Center Open to All Scouts	NEW for 2015 PARTIAL without doing pre-req	Requirement #1 - Show your counselor your current, up-to-date Cyber Chip card.	
	Emergency Preparedness MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirements #1 – Earn First Aid MB #2c - Complete a family plan #6c - Your community's emergency management director #8a, 8b, 8c - troop mobilization #9a, 9b or 9c – family safety	Eagle Required Merit Badge
	Environmental Science MB @ Nature Open to Scout 13 or older		Merit Badge Pamphlet is required for this class	Meets for a Double Period. Class requires some hand written essays. Eagle Required Merit Badge
	Family Life @ Trail to Eagle Open to Scout 13 or older	PARTIAL without doing pre-req	This is a family centered merit badge. You need to do the requirements with your family and bring documentation to camp of how you met each requirement	By Appointment only.

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Fingerprinting MB @ Craftshop Open to All Scouts		Bring a pencil to dinner. Class starts immediately after dinner on Monday or Tuesday.	
	Fire Safety MB @ Scoutcraft Open to All Scouts	PARTIAL without doing pre-req	Requirement #6a - Draw a home fire-escape plan, create a home fire-drill schedule, and conduct a home fire drill. #11 - Visit a fire station, etc.	
	First Aid MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirements #1 – Must have first aid skills up to and including First Class. #2d – Make a first aid kit for your home and bring evidence to camp. 6c – visit demonstration of how an AED is used.	Eagle Required Merit Badge
	Fishing MB @ Nature Open to All Scouts		Requirement #9 - Catch at least one fish, clean it, and cook it. Scouts may have to devote some out of class time to fishing in our lake or river or bring documentation that they have completed this requirement.	Camp Hinds does have poles available to Scouts, however, we welcome Scouts to bring their personal fishing gear.
	Forestry MB @ Nature Open to All Scouts	NEW for 2015	None	
	Geocaching MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirement #8 – Do one and bring documentation	A GPS device is helpful but not required.
	Indian Lore MB @ Craftshop Open to All Scouts	PARTIAL without doing pre-req	Requirement #1 - Give the history of one American Indian tribe	
	Kayaking MB @ Aquatics Open to Returning Scouts	pre-reqs must be met before you sign up for this badge	Needs to be classified as a Swimmer.	Bring footwear that can get wet for swamping.
	Leatherwork MB @ Craftshop Open to All Scouts	PARTIAL without doing pre-req	Requirement #4 - Recondition or show that you can take proper care of your shoes, a baseball glove, a saddle, furniture or other articles of leather. Bring documentation.	
	Lifesaving MB @ Aquatics Open to Returning Scouts	pre-reqs must be met before you sign up for this badge	Must pass the camp swimmer's test. Must complete swimming requirements through First Class and have Swimming Merit Badge.	Needs to participate in a CPR session at camp or present a CPR certification.
	Mile Swim @ Aquatics Open to All Adults and Scouts	pre-reqs must be met before you sign up for this badge	Needs to be classified as a Swimmer.	

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Model Design & Building MB @ Craftshop Open to Returning Scouts	PARTIAL without doing pre-req	Requirement #4 – Complete one option. #5 – Start working on this requirement.	
	Motorboating MB @ Aquatics Open to Scouts 13 and older	pre-reqs must be met before you signup for this badge	Needs to be classified as a Swimmer. Must have Swimming MB and one boating merit badge.	Class Size is limited Needs to participate in a CPR session at camp or present a CPR certification.
	Music MB @ Rec Hall Open to All Scouts	PARTIAL without doing pre-req	Requirement #3 -If you have participated in your school band or chorus please bring a note/program showing your participation. #4 – Bring documentation	Evening merit badge. Meets Monday, Wednesday, and Thursday. Scouts are welcome to bring instruments to play in class.
	Nature MB @ Polaris Area Open to All Scouts		It is recommended that you start working on requirement #4	A great introduction badge to all areas of nature.
	Oceanography MB @ Nature Open to All Scouts	NEW for 2015	Do Req 8a or 8b at home or 8c at camp.	
	Orienteering MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Should have map & compass requirements completed through First Class. Requirement #7 - Take part in two orienteering events before camp.	Bring an orienteering compass if you have one.
	Personal Fitness MB @ Sports Open to Returning Scouts	PARTIAL without doing pre-req PARTIAL until reqs finished after camp	Requirement #1a & 1b – complete before camp. Requirement #7 & #8 – complete after camp.	Eagle Required Merit Badge
	Personal Management MB @ Trail to Eagle Open to Scouts 13 or older	PARTIAL without doing pre-req	Requirement #2 takes 13 weeks to complete a personal expense report. Requirement #1 and #8 are family based requirements that must be done at home.	Merit badge pamphlet is required for this badge. Eagle Required Merit Badge
	Photography MB @ Tech Center Open to All Scouts	pre-reqs must be met before you signup for this badge	Participants must bring a digital camera from home. You will not be able to complete the requirements with a phone camera.	
	Pilot Pistol Experience @ Shooting Sports Open to Scouts 14 or older			
	Pioneering MB @ Scoutcraft Open to Returning Scouts	PARTIAL without doing pre-req	Requirement #2a – Complete the rope related requirements up through First Class.	

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Polaris @ Polaris Area Open to first year campers		Needs to be a first year camper	Class meets a double period. Will include a day hike and an overnight campout. Scouts need to bring extra water bottles and a day pack for the hike.
	Pottery MB @ Craftshop Open to Returning Scouts		Requirement #7 – Do one option	
	Radio MB (Broadcast option) @ Tech Center Open to All Scouts		Requirement #7 - visit a radio installation.	Bring a flash drive with 45 minutes worth of music. Make sure it is clean and appropriate for Scouting.
	Rifle Shooting MB @ Shooting Sports Open to Returning Scouts		None	Double Period Class Class Size Limited
	Robotics MB @ Tech Center Open to Scouts 13 and older		Complete Req #6a or be prepared to do Req #6b (Robotics competitions)	Double Period Class
	Rowing MB @ Aquatics Open to All Scouts		Needs to be classified as a Swimmer. Bring footwear that can get wet.	Badge could be challenging for small frame boys
	Scouting Heritage MB @ Tech Center Open to All Scouts		Req #5 – Interview at least two people from your troop from past & present Bring a collection of at least 10 patches for requirement #6.	
	Scuba Diving MB @ Aquatics Open to Scouts 13 and older		See SCUBA description on page 20 for details	
	Sculpture MB @ Craftshop Open to Returning Scouts		None	
	Shotgun Shooting MB @ Shooting Sports Open to Scouts 13 and older		Must be at least 13 years old. Preferred that they already have Rifle Shooting MB	
	Signs, Signals, and Codes MB @ Scoutcraft Open to Scouts 13 and older		Scouts will need to spend significant time before camp to learn American Sign Language, Morse code, Braille, semaphore, nautical flags, trail markings, and other nonverbal communications.	

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	Small Boat Sailing MB (Sailing Experience) @ Aquatics Open to Scouts 13 and older		Needs to be classified as a Swimmer and have either Rowing MB or Canoeing MB	Scouts need to sign up for one of the Older Boy Sailing Experience sessions and attend the session on Wednesday evening.
	Soil & Water Conservation MB @ Nature Open to Returning Scouts			
	Space Exploration MB @ Tech Center Open to All Scouts		None	
	Sports MB @ Sports Open to All Scouts		Complete Req #4 (part two sports) and req #5 (personal training)	Camp is providing a counselor for Scouts who have done the participation requirements. Offered at same time as Athletics MB
	Swimming Instruction @ Aquatics Open to All Scouts		None	
	Swimming MB @ Aquatics Open to All Scouts		Needs to be classified as a Swimmer.	Good for younger Scouts who can swim. This badge is a pre-requisite for many other aquatics badges
	Water Sports MB (Water Skiing Experience) @ Aquatics Open to Scouts 13 and older		Needs to be classified as a Swimmer and have Swimming MB	Scouts need to sign up for one of the Older Boy Water Skiing Experience sessions
	Weather MB @ Nature Open to All Scouts		Complete one option for Req #9	
	Welding MB @ Craftshop Open to Scouts 13 and older		None	
	Wilderness Survival MB @ Scoutcraft Open to Returning Scouts		Bring supplies for Req #5 (small survival kit)	On Wednesday Scouts will be sleeping in shelters they constructed. Recommend bringing space blanket to double as tarp or blanket
	Woodcarving MB @ Craftshop Open to All Scouts		Scouts must present their Totin' Chip at class for Req #2a or earn it at camp before Friday's class	Helpful if Scout brings a BSA approved carving knife to class

SPECIALTY PROGRAMS

CAMP WILLIAM HINDS

Provisional Troop Offered Every Week

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

Pilot Pistol Program Full Week Program | Age 14+ Offered Every Week

Camp Hinds is excited to announce that we have been selected to continue the pilot pistol program in 2015! We are the only camp in New England to offer this program and we look forward to showing Scouts the excitement and **responsibility** of handgun marksmanship. We will be offering two sessions during the week.

The first session meets from 1:00 pm to 2:30 pm
Monday through Friday.

The second session meets from 2:30 pm to 4:00 pm
Monday through Friday.

You will need to sign up for and attend one of the sessions for the entire week. Space is **limited to 8 Scouts per session and parent permission required**. Additional forms & materials will be sent to Scouts who sign up for this program.



Scuba BSA, SCUBA Diving MB & NAUI Certification

Full Week-Afternoon Program | Age 13+ and Adults

Weeks 3, 4, and 5

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

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

How does this work into my Schedule? This is an afternoon only program instructed by SkinDiver's Paradise (www.skindiversparadise.com), Scouts will be able to take up to 3 merit badges in the morning in addition to this program. Some online instruction and an assessment will be required for the NAUI certification and should be completed prior to camp.

Expense: Cost for this Experience is the camp fee (early bird or late depending on when the Scout registers) plus the \$320 Scuba fee for the week. This includes your weeks stay, merit badge program in the morning, instruction from Skin Diver's Paradise, NAUI Certification fees and Education materials, and scuba equipment use*. Normal fee for this type of program is well over \$1000 and doesn't not include lodging, meals, or additional program opportunities.

Requirements:

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

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

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



BSA Lifeguard

Full Week-All Day Program | Age 15+ (and adults)

Offered Every Week

The BSA lifeguard is an intensive program lead by our aquatics team at Hinds. Its greatest purpose is to educate older Scouts and adults giving them the skills necessary to be a certified lifeguard for BSA activities. The outcome of this program will give them a certification that is good for 3 years that will enable them to operate as a lifeguard at Scouting Camps and Aquatic Events, but can also be accepted by some public/private beaches, camps and YMCA's.



Prerequisites: Scouts and Adults in this program must be outstanding swimmers; a little boating experience is preferred but not required. Youth need to have Swimming, Lifesaving and First Aid merit badges. Adults will need to contact Hinds prior to sign up for approval for this program, additionally they will be charged the "extra leader" fee of **\$90** as they will not be available to oversee their troop.



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



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



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



Trail to Eagle Program

Age 13+

Offered Every week

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

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

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

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



Counselor in Training Program

Three Full Weeks | Recommended Age 15 & 16

Session 1 (July 5th- July 24th)

Session 2 (July 26th- August 14th)

What is it?

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



Benefits of this Program:

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



Cost:

The CIT Program costs \$200 for the three weeks. This includes a 2015 t-shirt, food and living arrangements. CIT's will be required to follow the same staff uniform policies, meaning in addition to their Class A shirt they will need to have a week's worth of Staff Class B uniform which includes any Scouting shirt, Scout shorts, centennial green crew socks, and a belt. A complete supply list will be provided upon acceptance to the program.



Sign Up:

The CIT Program uses an application process, where Scouts interested in participating should download, fill out, and send in the application from www.camphinds.org. Applications should be sent in by May 2nd. Late applications will be accepted but will only be considered as space is available. A short interview will be made in the month of May. If accepted into the program there will be a CIT & Parent meeting in June.



We are offering two sessions of the program. Session 1 spans from week 1 (July 5th) thru week 3 (July 24th). Session 2 runs from week 4 (July 26th) thru week 6 (August 14th). CITs will be dismissed from a week of camp at around 9 p.m. on Friday, have Saturday off, and will need to be back to camp on Sunday at 11:29 a.m (we can make accommodations for church services).



OLDER BOY ACTIVITIES

CAMP WILLIAM HINDS

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

COPE (Challenging Outdoor Personal Experience)

(4 days) Monday, Tuesday, Wednesday, and Thursday

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



Water Skiing Experience

(2 days) Monday & Tuesday or Wednesday & Thursday

Scouts will begin working on the requirements for Water Sports Merit Badge Instruction and activities for the badge are expected to last all afternoon on both days. Participants must be classified as Swimmers and have Swimming MB.



Sailing Experience

(2 days) Monday & Tuesday or Wednesday & Thursday

Love to sail or looking to refine your skills? How about an afternoon of sailing on Panther Pond? Participants must be Swimmers, but do not need to have prior sailing experience. Course will vary according to the experience of participants. For Scouts interested in earning the merit badge there will be an extra session on Wednesday evening to cover the non-sailing requirements.



Pilot Pistol Experience

If you are 14 or older (and entering or in high school), join us in our newest shooting sport - the Pilot Pistol Program. Participants will work closely with range officers to learn safe handling, and proper pistol shooting techniques. We will be offering two sessions during the week (one from 1:00pm to 2:30pm and one from 2:30 to 4:00). You will attend one of the sessions for the entire week (Monday through Friday). More information is in the Specialty Program section – see page 19.



Take Flight Experience (Disc Golf)

(2 days) Monday & Tuesday or Wednesday & Thursday

Experience the thrill of one of the fastest growing sports – Disc Golf! Enjoy two full days learning on the newly expanded Camp Hinds course.



SCUBA

Full Week-Afternoon Program Weeks 3, 4, and 5

Want to explore the world beneath the waves? The SCUBA program at Hinds will take any Scout or adult to new depths in a new experience that will give them several rewards including the Scuba BSA Award, Scuba Diving Merit Badge and the NAUI Certification. More information is in the Specialty Program section – see page 20.



The Sons of Daniel Boone Experience

(4 days) Monday, Tuesday, Wednesday, and Thursday

The “Sons of Daniel Boone” was a youth program developed by Dan Beard in 1905 based on the life of the American frontiersman. When Dan Beard joined the Boy Scouts of America in 1910, he merged his group into the BSA. Now you can relive the times of the frontiersmen. This program is designed for older boys who want to advance their outdoor skills. The program teaches skills for long term outdoor adventures. Scouts who participate in the program will learn skills such as how to make a fire with nothing but some string, sticks and whatever they can pick up from the ground; how to catch and find food to eat in the wild and how to cook it. Scouts will also have the opportunity to make things like kuksas, spoons, fishing hooks, fishing nets, and much more.



MERIT BADGES

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

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



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



Make the most of your afternoons at camp this year with our new afternoon schedule. Following an hour siesta the afternoon program opens up to allow Scouts to experience summer fun as a troop. On Monday through Thursday, Camp Hinds offers 12 activities periods (three each day) for troops to experience all the areas of camp. Most activities are 45 minute sessions but some are longer. It is our hope that each troop will try to schedule at least one activity in each of our 12 program areas.

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

To Register: Registration for afternoon activities should be done online through the Summer Camp Scheduling System (www.pinetreebsa.org/scss). Many sessions have restricted sizes or certain days of operation so preference will be given to those who register online prior to camp, all others will be put into the system Sunday afternoon following check-in.

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

Boating

Tenny River Run (3 Periods)

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



Troop Boating (1 Period)

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

Campwide



CPR Practical (1 Period)

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

Camp Improvement Project (1 Period)

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

Campsite Improvement (1 Period)

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



COPE & Climbing



Team Building Games (1 Period)

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

COPE Preview (1 Period)

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

Troop Climb (2 Periods)

Reach new heights with your troop. Join our staff at the climbing wall and see if this is your new favorite sport.

Craftshop

Survival Bracelets (1 Period)

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



Craftstrip projects (1 Period)

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

Leather Projects (1 Period)

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

Knot Relay (1 Period)

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

Scoutcraft

Tomahawk Throwing (1 Period)

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



How to Use GPS (1 Period)

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

Geocache Course (2 hrs)

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



Pancake Flipping (1 Period)

How fast can your patrol build a fire, prepare and cook a pancake, flip your pancake over a string and devour it? So you think you can beat the other patrols in your troop, but is your pancake edible?

Cooking Demonstration (1 Period)

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

Totin' Chip & Firem'n Chit

Monday or Tuesday, Period 6 (4:05pm-4:50pm)

(No signup Required)

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

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

Shooting Sports

Rifle Shooting – Troop Shoot (1 Period)

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

Archery – Troop Shoot (1 Period)

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



Sports

Team Sports

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



Fitness Relay

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

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

Swimming



Basic Rescue Skills (1 Period)

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

Instructional Swim (1 Period)

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

Safe Swim (1 Period)

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

Troop Swim (1 Period)

Get wet and enjoy the water.

Water Games (1 Period)

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



Rank Swim Tutorial

Monday or Tuesday, Periods 4-5 (2:15pm-3:55pm)

(No signup required)

Come by West Beach and complete the second and first class swim requirements!



Second Class Requirements:

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

8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, return to starting place.

8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class Requirements:

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

Technology

Bottle Rockets (3 periods)

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

Spaghetti Bridges (3 periods)

Civil engineers design structures such as buildings, dams, highways and bridges. Scout teams or patrols explore the field of engineering by making bridges using spaghetti as their primary building material. Then they test their bridges to see how much weight they can carry before breaking.



Mouse Trap Rodeo (3 periods)

In this activity, Scout buddies or a patrol will get to build and perfect their own creation, and then enter it in a race! You are challenged to create a "mousetrap car" that can be entered into a troop competition. The spring of a mousetrap can store a considerable amount of potential energy when it is pulled back and its tension is increased. When released, this energy can be transformed into the kinetic energy of movement, making the mousetrap the perfect "motor" for your car.

Troop Time

Troop Time (1 Period)

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



EVENING PROGRAM

CAMP WILLIAM HINDS

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

Some Highlights:

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



WEEKLY ACTIVITIES

CAMP WILLIAM HINDS

Waterfront Orientation

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

Camp-Wide Event

You won't want to miss this fun and friendly competition on Friday afternoon with this great way to build unity in your campsite. Come join us for an afternoon of fun! Senior Patrol Leaders will get more information at the SPL meetings!

4th Annual Panther Pond Triathlon

The sports/fitness staff at Camp Hinds is pleased to announce the return of the Annual Panther Pond Triathlon! This event directly ties in with the Boy Scouts' aim to promote physical fitness. Scouts will have the opportunity to set a goal, train, and compete with others around camp.

The Panther Pond Triathlon is held Friday afternoons at 2:30 pm and will consist of three events: swimming, canoeing, and running. Participants will swim a quarter mile at Main Beach, canoe up the Tenny River, and then complete a 3-mile run. The winner will be determined by the fastest completion time.

Entry forms will be available at Camp. All participants must be Swimmers, have the Swimming and Canoeing merit badges and have completed some pre-training at camp. Adult leaders are encouraged to join us and compete in the Scoutmaster Division!!

Polar Bear Dip

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



Mile Swim, BSA

This is a rugged swimming challenge for all campers and leaders who want to test their endurance. Swimmers swim Monday – Thursday at 12:00 pm. Participants must attend ALL the mile swim sessions. Completion cards will be given to all who complete the challenge and a patch can be purchased at the Trading Post with proof of completion.

Fishing

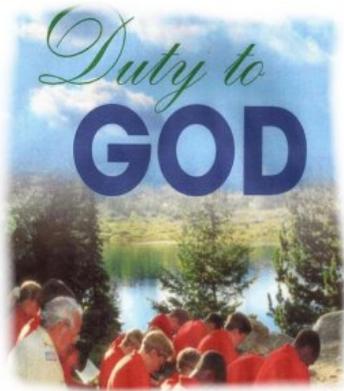
Scouts may go fishing with a buddy during open areas. A favorite spot is along Tenny Point or try our fishing docks! Want to fish from a boat? Scouts may only fish from rowboats during troop boating or open boating times. Fishing is not allowed off the Tenny Bridge or in the swimming or boating areas.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

Sports

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

Chess and Cribbage

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



Duty to God Service

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

First Year Ice Cream Social

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

Scoutmaster Splash Competition:

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



SPL Daily Meetings

A brief meeting will be held daily with the Program Director for all Senior Patrol Leaders. Please send a Troop representative to this informative meeting if your SPL is not available. Meetings are at 12:30 pm daily at the Rec Hall.

Madockawanda Lodge - Order of the Arrow

Thursday is OA Day!

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

Service Hour:

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



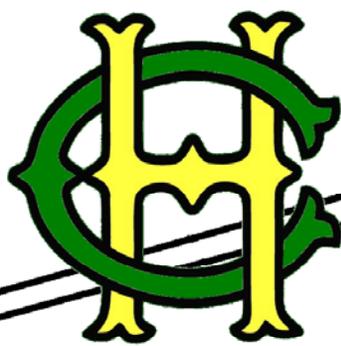
Brotherhood Conversions

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



Venturing Day

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



PLAINS ROAD

Maintenance Building
Training Center



COPE High Elements

Climbing Wall



Sports

Shotgun



Shooting Sports



Tech Center



COPE Low Elements



Dan Beard



Ridgway



Polaris

Scoutcraft



Boone



West



Byrd



Staff & Adult Showers

Trail to Eagle



Camp Health Office Lodge



Craftshop



Council Ring



Volleyball



Showers



Nature



Dining Hall



Boating (Chipmunk Point)



Siple



Showers



Brownsea



Tenny



Bailey



Maguire



Nubble Brook

Tenny River

Tenny River

Swimming (West Beach)



Swimming (Main Beach)



Panther Pond

CAMP WILLIAM HINDS
PINE TREE COUNCIL, BSA
2015

Camp William Hinds
Statement of Understanding

I, _____, have read and understand all the rules, regulations, and obligations I have as a staff member at Camp William Hinds. If I had any questions regarding these items, I have asked them and have been given answers by the Camp Administration that clarify them for me. I also hereby agree to follow these procedures at all times while on camp property, for the full duration of my contracted time of employment.

Furthermore, I understand that failure to comply with these rules, regulations, and obligations will result in disciplinary action, which might culminate in immediate dismissal from my summer duties if deemed severe enough based on the judgment of the Camp Administration.

Staff Member's Print Name _____

Staff Member's Signature _____

Parent's Signature(s) _____
(if Under 18)

Date _____