

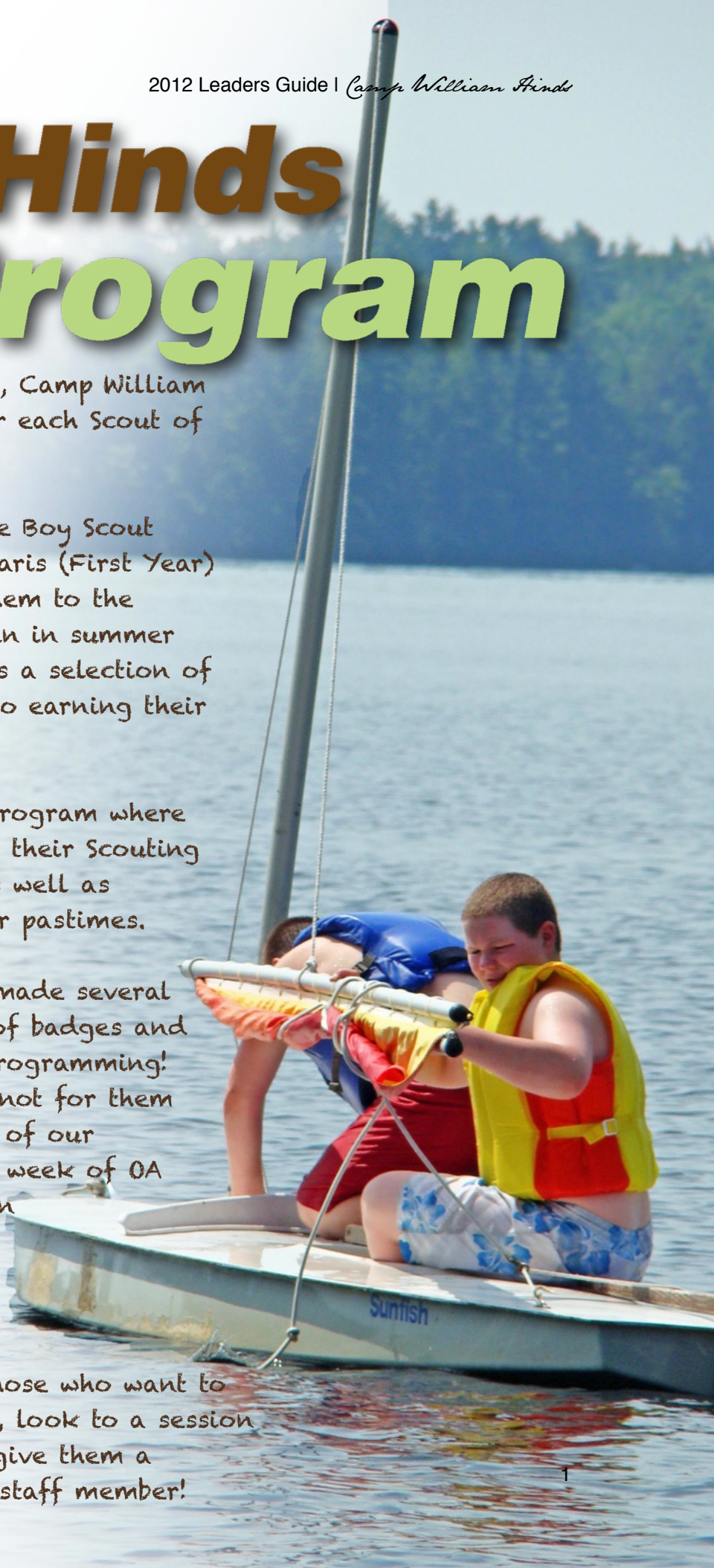
GUIDE TO THE **Camp Hinds** **Program**

With a diverse program for 2012, Camp William Hinds has something in store for each Scout of any age and of any interest.

...For the Scout who is new to the Boy Scout program we recommend the Polaris (First Year) program which will introduce them to the opportunities in Scouting, the fun in summer camping, and allow them to pass a selection of rank requirements in addition to earning their first merit badges.

... We also offer a Traditional Program where Scouts who are in the middle of their Scouting career can earn merit badges as well as experience their favorite summer pastimes.

...For the Older Scouts, we have made several refreshments to their selection of badges and introduced afternoon themed programming! If the traditional experience is not for them then they should check out one of our specialty weeks which include a week of OA activities, an expanded mountain man program, and the Trail to Eagle program. For the H2O buff the Scuba or BSA Lifeguard program will keep them on or below the waves all week. For those who want to experience camp like few others, look to a session of the CIT program which will give them a preview into the life as a Hinds staff member!



Special Programs And Highlights

Looking for something more than the traditional Scout program? Check out some of the special programs that Hinds is offering in 2012.

Week 1	2	3	4	5	6
Traditional Program	Traditional Program	Traditional Program	Traditional Program	Traditional Program	Traditional Program
Mountain Man	Mountain Man	Mountain Man	Mountain Man	Mountain Man	Mountain Man
OA Week	CIT Session 1			CIT Session 2	» Includes Week 7
Trail to Eagle		Scuba	Scuba	BSA Lifeguard	Trail to Eagle

Most of our special programs like OA Week, TTE, Scuba, and BSA Lifeguard 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.

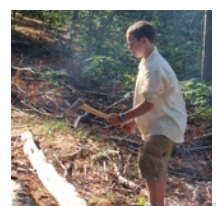
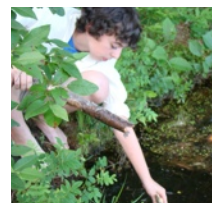
Mountain Man

**Full Week-All Day Program | Age 13+
All Weeks**

The mountain man program is a fun and educational reenactment adventure that will take Scouts back to the mid-19th century into the world of the western exploration and the central fur trading era. This year we have expanded our mountain man program to run the full week; Scouts will partake in several challenges and crafting activities like making their own buffalo skinner (knife) and leather sheath, use various cooking techniques, leather belt making, canoeing, black powder shooting, tracking and trapping, building complex shelters and camp tools, and learning how to use nature as a respected and useful resource to life. Adults interested in the mountain man program should contact Program Director Jai Wescott at wescottj@rsu5.org.

By the end of the week mountain men will have also gained requirements or completions in Cooking, Camping and Metalwork Merit Badges in addition to some rank advancement that might be needed in cooking, lashing, and nature identification requirements.

****An additional \$50 charge will be incurred to supply the Scout with a knife and sheath kit, and mountain man shirt that they will receive.**



Order Of The Arrow Week

Full Week-All Day Program | Member of the OA (Scouts & Adults)
Week 1

Whether you're an Ordeal, Brotherhood, or Vigil member of the Order of the Arrow we invite you to spend a week at Camp Hinds participating in a specialized Order of the Arrow program. Campers will enjoy some exclusive merit badges that are not offered to the traditional program as well as some OA training cells, service projects, and fellowship activities. Participants can stay with their units or stay with an OA only provo site.

A day in the OA Week will look something like...

Period 1* - Camping MB or Geocaching MB

Period 2* - Indian Lore MB or Journalism MB

Period 3* - Cinematography MB or Textiles MB

Lunch/Siesta

Period 4 - Cinematography Lab

Period 5 & 6 - OA Activity

Dinner

Open Areas - enjoy your favorite camp and summer activities

Daily Reflection/Lore at a Campfire or Cracker Barrel

*If a Scout has both of the badges being offered in a period they may choose to select a course from the traditional offerings.



Thursday Evening is OA Day at Hinds, members of this group will have the opportunity to move from ordeal to the brotherhood level if they have met the requirements or they can participate in the service hour, or be a spectator at the ceremony and ice cream social to follow.

ADULTS: Since the OA welcomes 18+ into the organization we hope to have some adult presence at our OA week. During the week we will need chaperones to run the OA provo campsite, assist in some of the merit badge lessons or participate in an intensive Service project while youth are away at merit badges in the morning. If you interested please contact the council for registration and a quote for the weekly fee.

REDUCED COST: Scouts that participate in this program will have a reduced fee of \$225 that is supplemented by the contributions of Madockawanda Lodge.

How To Register: Scouts & Adults who are interested in attending this program need to use the 2012 OA Speciality Week Registration form located at the back of this guide or online at www.camphinds.org.



Scuba BSA, SCUBA Diving MB & NAUI Certification

Full Week-Afternoon Program | Age 13+ and Adults
Weeks 3 & 4

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

What is the NAUI Certification? The NAUI Cert 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 Skin Diver'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 cert and should be completed prior to camp.

Expense: Cost for this Experience is \$500. 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*.

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

How to Register: Scouts & Adults who are interested in attending this program need to use the 2012 SCUBA Registration form located at the back of this guide or online at www.camphinds.org.

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



Counselor In Training Program

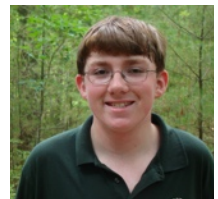
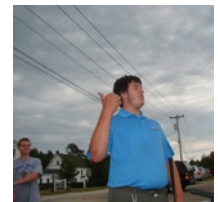
Three Full Weeks | Recommended Age 15 & 16

Session 1 (Wks 2,3,4), Session 2 (Wks 5,6,Webelos)

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 along side 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.



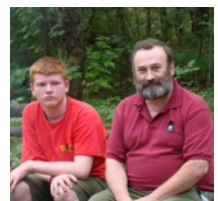
Benefits of this Program? There are an infinite number of benefits that come from the CIT program. During the 1st week CIT's will engage in the traditional program at Hinds taking merit badges, building relationships with other CIT's in the group, and participating in summer camp highlights like swimming, 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 rotations and evening activities at camp, including our campfires.



Fee? The CIT Program costs \$200 for the three weeks, this includes a 2012 t-shirt, bolo, 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 weeks worth of Staff Class B uniform which includes a/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, Scouts interested in participating should download, fill out, and send in the application from "www.camphinds.org" (Forms > Staff Opportunities: 2012 Counselor-in-Training Application). Applications should be sent in by May 1st. 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 2 (July 8th) thru week 4 (July 27th). Session 2 runs from week 5 (July 29) thru week 7 (Webelos Resident Camp - August 17th). CITs will be dismissed from a week of camp at around 9 p.m. on Friday, have Saturday off, and will need to be back to camp on Sunday at 11:30 a.m. (we can make accommodations for church services).



BSA Lifeguard

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

Week 5

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 as they will not be available to oversee their troop.



Space is limited so applicants that send in registration will be accepted first. If you are not associated with a troop staying at camp week 5, we recommend you join the provisional group.



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 and grip escapes and backboarding 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

Full Week-All Day Program | Age 13+
Weeks 1 & 6

This accelerated program is built to help older Scouts that are in the middle or nearing the end of their trail (to eagle) to get those required merit badges and help give them the necessary leadership skills needed in organizing and executing their eagle project and prepping them for their eagle board. Scouts that are interested in signing up for the program will not be involved with the traditional program but they may camp with their unit if the troop is registered for week 1 or 6. Otherwise the provisional campsite and leaders are available for TTE participants.

Program Overview: Scouts enrolled in this program can select up to a maximum of 5 merit badges that are exclusive to the TTE program all of which are eagle required merit badges. A TTE Scouts daily schedule will follow the exact same three (3) 1-hour periods in the morning, just like a traditional Scouts schedule. However in the afternoon and evening the said Scout will continue to take two badges and one leadership seminar. If a Scout has all the badges offered in a period they may choose from one the traditional program.

Pre-camp Preparation: Many of the badges in the TTE program will have prerequisites that should be addressed prior to camp (See Merit Badge Offerings Starting on Page 24). If a Scout has fulfilled a prerequisite they will need to bring proof in an applicable form such as letter from a Scoutmaster or advisor; photograph of a project (with them in it), 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 from our trading post.

Program Requirement: All Scouts in the TTE program must take the mandatory leadership seminar. This course which is offered in the afternoon and evening periods will educate Scouts on how to complete the eagles greatest challenges like, how to choose a project, build a proposal, execute it, writeup a summary, prepare for a Board of Review, ceremony organization and what opportunities Scouting can offer post eagle achievement. Additionally TTE's need to participate in a service project that they will share in leadership and direction, Scouts should have work glove and appropriate clothing for this project.



Polaris — Our First Year Program

**Full Week-Half Day Program | Recommended Age 10 & 11
All Weeks**

IS THIS YOUR FIRST YEAR AS A CAMPER or... AS A Boy Scout!?

Check out our First Year Camper Experience which will introduce the best of advancement and summer activities in one action packed program. This program is popular because new Scouts get...



- Great, caring and knowledgeable staff
- They will complete select requirements in the ranks tenderfoot through first class
- They will visit and participate in activities in every area in camp
- Build Scout spirit! Work as a team! Develop leadership skills!
- Get the Polaris patch to wear on your uniform!
- A comfortable environment where they will be grouped with other Scouts just like them, providing them a great place to meet new friends. With these fellow Scouts they will learn the patrol method and how it integrates into Scouting.

This program only runs the first two periods of the morning session, the third session is open for them to earn their first merit badge in a topic of their interest like swimming, woodcarving, nature, or they can get some tutoring in swimming provided by our great aqua staff.

A Typical Day in POLARIS

8:30-8:45 - Welcome! Daily Patrol Challenge!

8:45-9:15 - Whip & Fuse The End Of A Rope

9:15-9:30 - Knot Relay Race

9:30-10:00 - Demonstrate the proper use and sharpening of an ax

10:00-10:20 - Take the itch out of camp! Plant identification

Weekly Polaris Highlights: an ice cream social, hike to Rattlesnake Mountain, Polaris Campfire and more!



2nd Annual Hinds Triathlon



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

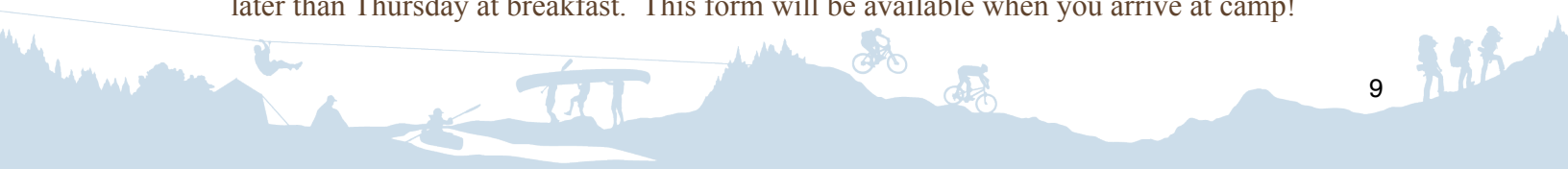
also promote unity not only on a camp-wide basis but within your troop. We encourage those Scouts who are not participating to come and cheer for those who are!!!

The Panther Pond Triathlon will be held on Friday afternoons at 2:30 p.m. It will consist of three events, swimming, canoeing and running. Participants will swim a quarter of 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.

Safety is very important to us at Camp Hinds. In the swimming portion of the race, all BSA rules and regulations regarding the waterfront will be in effect. At each transition point, staff members will be positioned to ensure that the rules are being followed and that each Scout completes that portion of the race. The Health Officer will be on hand to deal with any medical emergencies.

Requirements to compete in the Panther Pond Triathlon are:

1. Participants must be in good health and be physically able to swim, canoe and run. This will be determined through permission by their Scoutmaster. ***Both youth & adults are encouraged to enter!***
2. All swimmers must have passed the BSA Swimmer's test and have earned both swimming & canoeing MB. In addition, each participant must complete at least 1 Polar Bear Swim session during the week (6:45 a.m. Monday – Friday) and participant in one session of mile swim (11:45 Monday – Thursday)
3. Participants must complete at least one session of Personal Training with the fitness staff. Personal Training will be a chance to meet with the Sports staff and train through a series of calisthenics, stretching and running exercises. This training will be Monday and Tuesday evenings.
4. Participants must meet with the boating staff and review how to paddle and steer a solo canoe.
5. Participants must complete the participation form and return it to the Program Director no later than Thursday at breakfast. This form will be available when you arrive at camp!





Traditional Program

Program Overview: The traditional program is the best option for returning through 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 will 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 capture the interest individuals whereas in the afternoon following a short siesta troops will work together in activities all over camp helping to build teamwork and allow Scouts to see other parts of the camp. On Wednesday 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.

The evening, is organized like an multi-area open house, activities are offered in every area and Scouts may come and go as they please, visiting areas that they are interested in. Scouts can open shoot, make a craft, take a hike or swim, play a sport or check out the trading post and get some sweet Hinds gear.

See the Daily Schedule on Page 49 of the Leaders' Guide!

Merit Badge Offerings & Selection

This year we are offering over 40 different badges and classes in our traditional program. Sometime in April or May, Scouts and the Scoutmaster should have a meeting to decide the right badges for them. 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 (or the right year) for them to take it.

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. We also use age as a requirement to allow older Scouts to be able to participate in higher adventure activities thus allowing them not to be filled from the demand of a large audience. Additionally in the selection process it is important for you to look over the prerequisites and make sure that Scout's the appropriate qualifications to do the badge such as having a certain rank or have certain complementary badges.



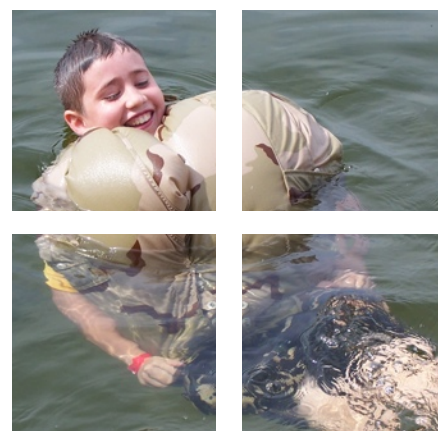
What's New!

We have introduced several new badges and cycled back in some old ones that have been out of the loop for a while. Scouts should check out... Robotics, Weather, Soil and Water Conservation, Citizenship in the World, Geocaching, Water Sports, Scouting Heritage, Motor Boating, Fly Fishing, Energy, Electricity, Engineering and Intro to Cooking.

Registration

Our preferred method of Registration is through our online portal located at <http://www.pinetrebsa.org/scss>. On May 1st Pre-registration will open, Scoutmasters and Scouts in Provo or TTE program will be able to login and add Scouts and adults to the roster, sign Scout up for morning merit badges, select afternoon rotations and sign older Scouts up for older boy programs. Registration is a first come first served system and those who register early online will be given preference. If Internet access is an issue please stop by the council service center in Portland or call camp when in season.

The last option for registration is to mail in the registration forms. If this route is being taken units are advised to send registrations in no later than two weeks before you attend. But it is still advised that online registration is utilized; as mailed in forms will not be addressed till staff arrives at the end of June (approx. 45 days after online registration opened). Forms received late or not received will be handled on your Sunday arrival day or Monday morning.



Scouts Daily Schedule Confirmation

If your unit has preregistered with us, leaders will get a copy of their Scouts signups at the Sunday leaders meeting. This will give them the opportunity to make a final check of what their Scouts are enrolled in and make final changes or correct errors. To save you paper and preventing multiple revisions you do not need to print off schedules, our office staff will provide you with master and individual schedule printouts for your leaders and Scouts.

Class Operation

Leaders, when you get your proof copies on Sunday you may realize that there are blanks or moved slots in your Scouts schedule. While we do what is possible to accommodate your Scouts request, they may not always get what they signed up for... Some classes have size limits that are dependent on equipment, others cannot operate when there are too few people because of youth protections guidelines. We also may move one of your Scouts to a different time slot of a particular activity to offset large differences in class sizes.



Additional Equipment

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

Merit badge handbooks may be required for a class. We recommend that Scouts utilize their units library, or purchase them from the council store ahead of time. There is a selection of books at our trading post but there is limited supply.

Paperwork

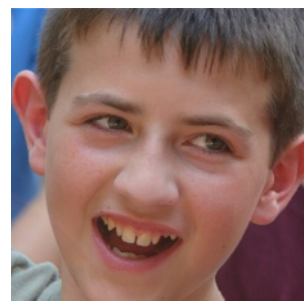
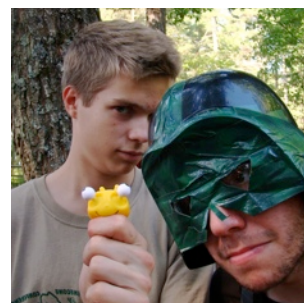
Camp Hinds uses a camp facsimile of the blue cards to record all work done in camp. Leaders will be able to pick up copies of the Camp Hinds Merit badge sheets for their youth Friday afternoon. Completed badges will be recorded and kept in the records at Camp Hinds. If you are missing paperwork, please contact the camp office before August 20th.

Advancement Partial vs Completes (Pre-camp Work)

Most of the badges we offer are completable, however due to the demands of some badges there may be some requirements that need to be taken care of prior to camp. Some requirements involve family, community resources, requirements involving tracking something over time, even busy work may be listed so that they can make the most of their free time instead of using it to do out of class work. Before coming to camp please have the Scouts look at the list below to see what assignments they will need to address before arriving to camp.

Other reasons why Scouts may not complete their badge is if they are absent or late for a class to the point that they missed a requirement. It is important that their schedule is as close to perfect by Monday morning so that they do not miss a class. If they are sick for a class they will need to make up the lost time.

If your Scout has a disability it is important that they, or a leader, comes in to set up a plan so that they can complete all work. We will help with accommodations that may be limiting or difficult to a person with a learning or physical disability.







Getting Partial, or Finishing Them













Partials are given when a Scout is absent, or work is not passed in or is not to expectations within reason. Our staff will try to inform Scoutmasters if any of their Scouts are having trouble completing the required work. It is important for Scoutmasters to check in with Scouts throughout the week and make sure that assignments in and out of class are being completed. Our 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 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 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).








Badge Directory And Requisite Information








Badge	Available To	Prerequisite/Preparation**	Additional Info
AQUATICS			
 Canoeing	Returning	PREREQ: Need to pass the swimmers test PREP: Bring footwear that can get wet for swamping	» Need to participate in a CPR rotation or present a CPR Certification.
 Kayaking BSA	Returning	PREREQ: Must pass the camp swimmers test.	» This is an award (patch available) not a merit badge. » Need to participate in a CPR rotation or present a CPR Certification.
 Lifesaving MB	Returning	PREREQ: Need to have all the swimming requirements completed through First Class and Swimming MB.	» Meet requirements otherwise meet by Emergency Preparation. May require extra time and/or help. » Need to participate in a CPR rotation or present a CPR Certification.
 Motor Boating MB	13 y/o OR older	PREREQ: Must pass the camp swimmers test. Also must have earned one of the other boating badges, swimming MB & be a swimmer.	» Class size is limited. » Need to participate in a CPR rotation or present a CPR Certification.

Badge	Available To	Prerequisite/Preparation**	Additional Info
 Rowing MB	All	PREREQ: Must pass the camp swimmers test. PREP: Bring footwear that can get wet.	» Badge may be challenging for small built boys. » Need to participate in a CPR rotation or present a CPR Certification.
 Small Boat Sailing MB	Returning	PREREQ: Must pass the camp swimmers test and have Rowing OR Canoeing MB	» Class size is limited. » Need to participate in a CPR rotation or present a CPR Certification.
 Swimming Instruction	All	None	» This is not a merit badge but rather a swimming tutorial. Requirements toward rank requirements will be covered. If Scout does well they will be ready for Swimming MB
 Swimming MB	All	PREREQ: Must pass the camp swimmers test.	» Great for younger Scouts! This badge is a prerequisite for many other aqua badges. » Need to participate in a CPR rotation or present a CPR Certification.
 Water Sports MB	<i>Aqua Experience Exclusive</i>	PREREQ: Must pass the camp swimmers test and have Swimming MB.	» » Need to participate in a CPR rotation or present a CPR Certification.
CRAFTSHOP			
 Art MB	All	None	
 Basketry MB	Returning	None	Challenging for younger Scouts, it may require them some out of class work.
 Fingerprinting MB	All	PREP: Bring a pencil to Mondays dinner. Class starts immediately after dinner.	Offered only on Monday night. Good for first year Scouts.
 Indian Lore MB	All	None	
 Leatherwork MB	All	None	
 Sculpture MB	Returning	None	
 Woodcarving MB	All	PREP: Helpful if Scout brings a carving knife (BSA approved) to class. PREREQ: Scouts must present their Totin Chit at class for Req 2a or earn while at camp before Friday.	

Badge	Available To	Prerequisite/Preparation**	Additional Info
 Woodworking MB	13 y/o OR older	PREREQ: Scouts must present their Totin Chit at class for Req 1b or earn while at camp before Friday.	
ECOLOGY/NATURE			
 Fishing MB	All	PREP: Hinds does have poles available for Scouts, however we welcome Scouts to bring their personal fishing poles to class.	» Scouts may have to devote some out of class time to fishing in our river or pond. They will need to catch at least one fish, clean it, and cook it (Req 9).
 Fly Fishing MB	Returning	PREP: Hinds does have poles available for Scouts, however we welcome Scouts to bring their personal fly fishing poles to class.	» Scouts may have to devote some out of class time to fishing in our river or pond. Requirement 10 states that the Scout will need to catch 2 different kinds of fish, clean one and cook it.
 Energy MB	Returning	PREP/PREREQ: Scouts should complete and bring 10 of the 14 days of an Energy Audit Log from Requirement 4 (the other 4 days will be completed at camp). A suggestive template will be posted on the camphinds.org website.	
 Soil and Water Conservation MB	Returning	None	» This badge is one of the requisites for the World Conservation Award.
 Environmental Science MB	13 y/o OR older	PREP: Merit Badge pamphlet is required in this class.	» This badge meets for a double period. » Class will require some hand written essays. » Earn as part of the world conservation award.
 Nature MB	All	None	» Great survey badge that looks into all of nature's "Study" badges.
 Weather MB	Returning	None	
FIRST YEAR PROGRAM			
 Polaris	All	None	» Have Scouts bring extra water bottles and a daypack.
 Scouting Heritage MB	All	None	» Minor writing assignment in class for Req 4 .
MOUNTAIN MAN PROGRAM (Badge Req)			
 Cooking MB	<i>Mountain Man Exclusive</i>	None	» For a complete in the badge have Req 5 & 6 done.
 Camping MB	<i>Mountain Man Exclusive</i>	None	» Except for the 6 days, 5 nights that you will spend at camp, have done the other 14 days/15 nights fulfilled for a complete (Req 9).

Badge	Available To	Prerequisite/Preparation**	Additional Info
 Metalwork MB	<i>Mountain Man Exclusive</i>	None	» Areas of metalwork will be touched, not all requirements will be fulfilled.
RECREATION SPORTS & CLIMBING			
 Citizenship in the World	13 y/o OR older	None	» Earn this toward the World Conservation Award
 Climbing MB	13 y/o OR older	PREP: Climbers need to bring long sleeve shirt, long pants and acceptable footwear (sneakers, hiking boots).	» Climbing will be on our wall and on open rock faces. » Double Period Class
 Cycling MB	13 y/o OR older	PREREQ: Must bring a bike and Helmet PREP: Must complete pre-camp rides	» Double Period Class »
 Golf MB	<i>Sport Experience Exclusive</i>	PREP: Participants may bring their own clubs.	» Additional Greens Fee of \$15
 Personal Fitness MB	Returning	PREP: Complete requirements 1a & 1b prior to camp	» Scouts will design a 12 week fitness plan which they will execute after camp.
 Sports MB	All	PREP: Requirements 4 (play 2 sports) & 5 (personal training plan)	» The Scout must play 2 specific sports before camp to complete the badge.
ScoutCRAFT			
 Cooking, Intro to [BSS Cooking]	All	None	This is an intro to cooking class which meant for younger Scouts that are interested in finding clever ways to create their favorite foods at a campout. Select requirements from Cooking MB an Rank advancement will be signed off.
 Electricity MB	Returning	None	
 Emergency Preparedness MB	Returning	PREREQ: Must have First Aid PREP: Complete 8c, and 9 a, 9b or 9c prior to camp.	
 Engineering MB	13 y/o OR older	None	
 First Aid MB	Returning	PREREQ: Must have First Aid skills up through and including First Class. PREP: Bring a home first (made not bought) aid kit to class	
 Geocaching	<i>Older Boy Exclusive</i>	None	» This is an afternoon older boy class. It will take 2 days from their daily rotations and one night.

Badge	Available To	Prerequisite/Preparation**	Additional Info
 Orienteering MB	Returning	PREREQ: Should have orienteering requirements completed through First Class PREP: Bring a compass if you have one	
 Pioneering MB	Returning	PREREQ: Should have pioneering/lashing requirements completed through First Class	
 Wilderness Survival MB	Returning	PREREQ: Should have completed the camping requirements up through First Class. PREP: Bring supplies for Req 5 (small survival kit)	» Wednesday night Scouts will be sleeping in shelters they constructed. Recommend bringing a space blanket to double as tarp or blanket.
SHOOTING SPORTS			
 Archery MB	Returning	None	» Double Period Class. » Class Size is Limited.
 Rifle Shooting MB	Returning	None	» Double Period Class. » Class Size is Limited.
 Shotgun Shooting MB	13 y/o OR older	PREREQ: Must be at least 13 years old, preferred that they have Rifle Shooting MB.	» Double Period Class. » Class Size is Limited.
TECHNOLOGY			
 Robotics MB	<i>Older Boy Exclusive</i>	None	» This is an afternoon older boy class. It will take 2 days from their daily rotations
TRAIL TO EAGLE WEEKS (Special Week)			
 Camping MB	<i>TTE Exclusive</i>	PREP: Except for the 6 days, 5 nights that you will spend at camp, have done the other 14 days/15 nights fulfilled for a complete (Req 9) .	
 Citizenship in the Community MB	<i>TTE Exclusive</i>	PREP: Locate a map of your community and bring to class for Req 2. Req 3a (be ready to discuss b) 4a & b, 7, and come with information to complete req. 8	
 Citizenship in the Nation MB	<i>TTE Exclusive</i>	PREP: Do requirement 2 (visit 2 national approved places), Bring a speech that satisfies requirement 6 for in class discussion, and do Requirement 8 where you write a letter an congressman or senator.	
 Citizenship in the World MB	Returning	None	
 Communications MB	<i>TTE Exclusive</i>	PREP: Complete requirement 4, 5 & 8 if possible	
 Emergency Preparedness MB	Returning	PREREQ: Must have First Aid PREP: Complete 8c, and 9 a, 9b or 9c prior to camp.	
 Environmental Science MB	13 y/o OR older	» Double Period Class. Need to have a copy of the merit badge book for class. MERIT BADGE PAMPHLET REQUIRED FOR CLASS	
 First Aid MB	Returning	PREP: Bring requirement 2d with you to class (a made not pre-made home first aid kit).	

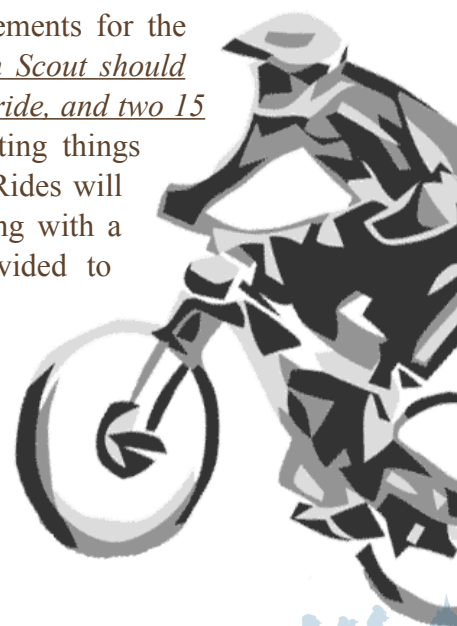
Badge	Available To	Prerequisite/Preparation**	Additional Info
 Lifesaving MB	Returning	PREREQ: Needs to have passed the swimmers test. Extra time may be requested outside of badge for help on challenging lessons.	
 Personal Fitness MB	Returning	PREP: Design your own fitness plan and execute it for 12 weeks. » 1a, 1b, 6 & 7 will be done at camp but Scout will need to exercise for 12 weeks.	
 Personal Management MB	<i>TTE Exclusive</i>	PREP: Requirement 2 takes 13 weeks to complete a personal expense report, Scouts should complete this before camp for a complete on the badge. —Look to camphinds.org for a usable template. Requirement 1 and 8 are family based requirements that should be completed at home. MERIT BADGE PAMPHLET REQUIRED FOR CLASS	
 Swimming MB	All	PREREQ: Needs to have passed the swimmers test. PREP: Should bring a long sleeve shirt, pants and shoes that can get wet for an inflation/float lesson.	
OA WEEK (Special Week)			
 Cinematography MB	<i>OA Exclusive</i>	This class will give Arrowmen the opportunity to learn how to plan, direct, film and edit a video. One of the outcomes of this badge is that you will be publishing a promotional video for Hinds (Sponsored By Camp Promotions Committee)	
 Journalism MB	<i>OA Exclusive</i>	Learn about the publishing industry. You will have the opportunity to publish a real document that will go to all 500+ Arrowmen in our local lodge (Sponsored by the Publications Committee)	
 Textiles MB	<i>OA Exclusive</i>	Learn about the work that goes in to making fabrics. Become a tailor and create, dye, and weave your own regalia that could be used in ceremonies for wear. (Sponsored by AIA, and Ceremonies Committees)	

Cycling Merit Badge

This program will run every week and is for older boys (13+) . The merit badge is offered as a double period with our Fitness/Sports staff and will be limited to 10 Scouts.

Pre-camp requirements: Participants should be familiar with the requirements for the Cycling merit badge. Requirements 1-7 will be covered at camp. Each Scout should complete at least 3 rides prior to camp. These should include one 10 mile ride, and two 15 mile rides. Come with a log of ride dates, routes traveled and interesting things seen. We will complete one 10 mile ride and one 25 mile ride at camp. Rides will start and end from Camp Hinds. Adult leadership will be provided, along with a chase vehicle in the event of a breakdown. Information will be provided to participants of possible 50 mile rides being held in the Southern ME area.

Equipment needs: All participants need to provide a bicycle suitable for road travel. The bike should be well-maintained and properly sized for the participant. In addition, each cyclist needs to bring a bicycle helmet that meets standard safety requirements. Participants need their own water bottle and a small backpack or bike pack to carry water, a jacket and some snacks. Bright colored clothing is encouraged.





Troop Rotations

Following an hour siesta, the afternoon program opens up to allow Scouts to experience summer fun as a troop. On Monday, Tuesday, Thursday and Friday, Hinds offers activities in every area so that Scouts who don't get to visit shooting (for example) in the morning can have a chance to beat their friends at the rifle range. Troop rotations are hour long sessions that the Scouts can collectively choose from. Each troop will visit 3 stations per day or can opt to take a block or afternoon off to do troop lead programing in the site.

Regardless of what activity you/they choose adults MUST accompany the group. As you make your selections for the week keep in mind that some Scouts may have to go off to other special activities like the Hinds Triathlon (Friday), Second Class swim requirements (Monday) or they may be a part of a week-long older boy experience. Also most aquatics badges require that Scouts take a CPR practical which we only offer in the afternoon as a rotation, so they may want to sign up for a session to avoid a partial.

To Register: Registration for afternoon activities should be done online through the Summer Camp Scheduling portal (www.pinetreecbsa.org/scss). You may also send in the rotations form to camp. However, please note that some sessions of the rotations 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.



Troop Rotations Selections (Select 12 Periods of Rotations)

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).

Rattle Snake Mountain Hike | 3 Periods

Take the afternoon and enjoy the wonderful views up Rattlesnake Mountain. Your unit will be expected to provide the proper leadership. Maps of the trails will be provided.

Swamp Romp | 2 Periods

Not for the faint of heart, continue this well-known Camp Hinds tradition and join our Ecology/Nature staff for a romp in our swamp.

Troop Climb | 2 Periods

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

Disc Golf | 2 Periods **NEW**

We are constructing our own disc golf course around camp. See if you can out par your friends at camp!

Screen Printing | 2 periods **NEW**

Make a design for your troop or patrol and put it in ink to make your own apparel. Bring a blank shirt or neckerchief or buy one in the trading post. Begin thinking about your design before coming to camp. Limit of one design per unit or patrol.

Open Boating | 1 Period

Nothing like boating on Panther Pond! Take out our canoes or rowboats with your troop for some R&R or fishing!!!

Swim or Polo @ Main Beach | 1 Period

Beat the heat and make some waves with a game of water polo. Units will be expected to provide extra help as lifeguards.

Swim or Volleyball @ West Beach | 1 Period

Let's go to the Beach!! Spend some time at west beach chilling under the sun for a free swim or water volleyball.

Rifle Shooting | 1 Period

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

Archery Shooting | 1 Period

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

Hinds Challenge | 2 Periods **NEW**

See if you can revisit some of history that we will be celebrating for the Hinds 85th anniversary on a orienteering/scavenger hunt like adventure

Tomahawk | 1 Period

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

Fly Tying | 1 Period **NEW**

Fisher or not come to the nature area and make a simple fly that you can or keep as a souvenir.

Fire Starters | 1 Period **NEW**

Building and starting a fire can be quite challenging, but with a little saw dust and wax you can make a easy and reliable fire starter to help you keep warm.

Dreamcatcher | 1 Period **NEW**

With natural materials and craft supplies you can recreate a piece of Native American history.

CPR Practical | 1 Period

This 50 minute period 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.

Sports and Games | 1 Period

Grab some friends and head over to the Sports area on camp. From Volleyball to capture the flag and soccer- the activity is up to you. Play among your unit or challenge another troop.

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!

CHOICE SERVICE PROJECTS **NEW**

Work with the commissioners to choose a project below that interest you & fits your units ability. Your contributions to camp are invaluable to us by in a way you give back to your friends and future visitors for making Hinds a better camp

Labor Project | 1 Period or More

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 or More

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.

Painting Project | 2 Periods

Prior to painting the commissioning staff will educate you about surface preparation, safety, techniques of painting, and proper clean up. You will then be given a project around camp that requires painting or staining. (weather dependent)

Ecology Project | 2 Periods

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

- Please attend rotations 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 rotation 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!

Special Afternoon Activities

Schedule a troop time and stop in at one of these special activities.

Second Class Swim Requirements

Monday (first two periods of rotations)

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

Second Class:

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, then return to your 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:

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

Scoutcraft Cooking Demo

Tuesday (All Periods, come-and-go demo)

Stop by the Scoutcraft area and taste and help create some delicious fire cooked treats. See how different cooking methods can be used to make homestyle favorites, using a solar oven, propane stove, coals and foil, dutch oven, maybe even a brick oven.



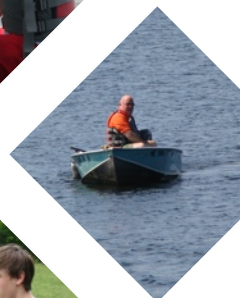
Older Boy Activities - New Updates For 2012!

This year we are introducing Themed weekly experiences for older boys. If your Scout is 13 years or older they can participate in different programs that are centered around a specific subject like water, sports or recreational challenges. We also have a couple of merit badges that are exclusive to older boys including Geocaching and Robotics. Space is limited for all programs and sign up for them must have full session commitment. Check them out and LET'S GO!!!

COPE | Challenging Outdoor Personal Experience

All Week (except Wednesday)

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 6 ft. in height) and the high course (elements 20 ft. in height). Based upon the values of teamwork and “challenge by choice”, no one is forced to do a task if they do not wish to undertake the challenge presented. This is a four day course running Monday-Tuesday and Thursday-Friday. Participants will earn the COPE “knot” after completion of the course.



AQUA Experience

All Week (except Wednesday)

This program will encompass activities for the water elite. Starting Monday Scouts will begin working on the requirements for Water Sports Merit Badge. Instruction and activities for the badge are expected to last for two days leaving the other two days for Scouts to choose what other adventure they would like to do such as sea kayaking, or snorkeling.



SPORTS Experience

All Week (except Wednesday)

Have a passion for Sports? If so, try out this program which is full of recreational activities for the sports buff. Participants of this program will spend a day at shooting sports, another day at our new disc golf course, and once you have mastered that type of golf you will get the opportunity to take to the clubs and try your hand at golf on the green. With this program you will work on the requirements for Golf Merit Badge. One afternoon the group will be traveling to a real golf course. There will be a \$15 dollar charge added to Scouts in this program to cover the greens fees. Participants may bring their own clubs if they choose to do so.



Sailing

Two Sessions: Monday/Tuesday OR Thursday/Friday

Love to sail or looking to refine your skills? Join a staff member for 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.



Geocaching Merit Badge

Monday & Tuesday, Plus one Night

The hobby of Geocaching is a sharply growing trend, practice your tracking skills with a GPS to see if you can spot out our caches around camp. This Merit Badges will require participants to teach a lesson to other Scouts at a night session, when signing up they will have to devote one night to complete the lesson.

Robotics Merit Badge

All Week (except Wednesday)

Complete the BSA's newest merit badge with us. Scouts in this class will get to see how robotics are used in industry and also for fun when they spend the week designing, building and programming their own creation.

Evenings

Evenings at Camp Hinds are much like an open house. Scouts may come and go from one area to another. Areas open at 7:00pm and close at 8:30pm; some areas may close at dusk due to vision safety (Aquatics and Shooting) so we do recommend that Scouts hit up those areas first. Each area will have special programs that they will be offering, details of those will be published at the Sunday night campfire.

Some Highlights

- » Scouts Own Service (Tuesday evening)
- » Mountain Man Open House (check out what the mountain men have been doing all week)
- » Geocaching Lesson and activity taught by the older boy class
- » Scoutmaster Splash or Synchronized Swim Competition
- » Older Boy Black Powder Demo
- » Older Boy Belt Making
- » First Class Swim Requirements



Weekly Activities

Camp Wide Event: You won't want to miss the Camp Hinds Relay Race and Troop competitions held this year on WEDNESDAY afternoon. A great way to build unity in your campsite. Why save all the excitement for the end of the week . . . come join us on Wednesday for an afternoon of fun! Senior patrol leaders will get info at the SPL meetings!

Polar Bear Dip: Are you an early riser? Say hello to the day ...and our aqua staff by jumping into chilly water every morning for the Polar Bear Dip. If you need a pickup which coffee can't cure or just are up for a crazy challenge report to the waterfront at 6:45 am Monday through Friday where you will plunge, splash or dip into the Panther Pond under the sunrise. For those brave enough to attend four mornings, the honor of being able to purchase the Polar Bear Dip patch will be theirs. NOTE the PBD does not count as a shower, please take them daily :)

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 11:45. 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 the completion card.

Fishing anyone? Scouts may go fishing with a buddy during open areas. A favorite spot is along Tenny Point. Scouts may only fish from rowboats and only during troop rotations or open boating times. Fishing is not allowed off the bridge or in the swimming or boating areas. No wading is allowed while fishing at any time. Those not yet swimmers may be able to fish from a rowboat with a swimmer present.

Sports Activities: Want to challenge the staff to a friendly game of frisbee or play water polo with another troop? Feel like playing just for fun? Watch the Camp Hinds Daily (newsletter) for nightly sporting events happening around camp. 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.

Morning Flag Duty – I'm sure you all have witnessed the dismissal of the colors at 5:45 each night but we need someone to put them back up each morning. If your unit is interested in helping us in getting them up one morning before breakfast please let us know Sunday afternoon or evening in the office. Fulfillment of this ceremony can satisfy requirement 4 of second class for those younger Scouts that participate. First come priority. (Wednesday evening take down is also available as there is no camp wide retreat that night)



Themes at Camp: Bring a little fun to your week by dressing up or adding a small prop or accessory to your daily wear.

Monday: “Movie Day” - Dress as your favorite movie or television character or superhero

Tuesday: “Olympic Spirit Day” - *See below*

Wednesday: “Troop Spirit Day” - Come to the Camp Wide Event in your troops best.

Thursday: “OA Day” - Wear a shirt and support your local Order of the Arrow Lodge

Friday: “Council Camps Day” - Show your pride for Hinds and wear a shirt from this year or another year (you have a lot to choose from with 86 years of history) or support another BSA event or camp that you have attended; OR dress to impress your “Favorite Program Area,” show the staff in your favorite program area that they did a good job.

Tuesday Theme Night: In lieu of the biggest sporting event of the year... The 30th Summer Olympiad in London...we challenge you to show some greek spirit the eve before our Camp Wide Games by attending dinner in your best Ancient Greek attire. Dress as a greek god, as a spectator, as a modern Olympian in a sport or as a ancient athlete. Please keep your costumes appropriate and be sure to wear shorts (not just underwear) under those togas.

Synchronized Swim Competition: To add to the Olympic Celebration we are adding a new challenge to camp. Scouts get your leaders to come up with a 30-60 second synchronized swim routine that they will preform before camp. Performances will be scored in the same way that the Scoutmaster splash is rated. Points will be awarded to the top scoring units towards their Camp Wide Event score or Campsite Inspection Score. If you can’t get 2 leaders to commit; a senior patrol leader or patrol leader will suffice instead. More details will be announced at camp.

OA Day: Thursday is OA Day! Along with wearing your favorite purple shirt, Madockawanda Lodges has several programs going on throughout the day. Following dinner there will be a Service hour where participant who have committed their evening to service will receive a special patch for their unselfish service. Also Ordeal members who have served 10 months actively in the lodge can confirm their membership and become a brotherhood. Be sure that your dues are paid for the year, you have written a letter to the Lodge Secretary and paid the promotion charge. To end the day join with Arrowmen and our new OA Brothers in the dining hall following the ceremony for an ice cream social!!!

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.

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 lively, informative meeting. Not to be missed, this is where the communication with your troop all happens. Meetings Occur outside the Rec Hall at 11:40 a.m.



Adult Program

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

BSA Aquatics Supervision Swimming & Water Rescue and BSA Paddle Craft Safety

This class covers the information needed for leaders to coordinate troop aquatic activities. These training courses are provided locally by qualified instructors who are authorized by the local council. Training will begin on Thursday evening at 7:00pm at Main Beach.

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

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

Safety Afloat and Safe Swim Defense: This training is required for troops wanting to do aquatics based activities at camp, including the Tenny River Run. Adults are encouraged to attend this important training at 11:30 on Monday at the waterfront. No swimming is involved. You can also take this training prior to camp online at www.pinetreetsa.org Please bring proof of training to camp.

Scoutmaster Coffees and Leaders Meeting: Don't miss your chance to sit back with the Program and Camp Director and learn from other Scoutmasters. Meetings will be held Tuesday and Thursday mornings at 8:45. A closing informational meeting will be held on Friday morning to confirm check out and departure procedures.

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

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



Awards And Recognition

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

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

Honor Camper Award: At the conclusion of the week, each troop should vote for the Scout that they feel has best lived up to the Scout Oath and Law during their week at camp.

Honor Scoutmaster Award: Camp Hinds wants to recognize outstanding Scoutmasters who fully participate and enjoy their week at Camp Hinds. Information will be given out at the Sunday Scoutmaster meeting. Do you have what it takes to be an honor Scoutmaster?

Honor Staff Member Award: Troops can recognize outstanding service in our staff by nominating a favorite staff member at the end of the week. So keep your eyes open for some quality service!

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

Paul Bunyan, Totin Chit and Firem'n Chit: All three of these awards are available at Camp for individuals or as a patrol activity. Contact the Scoutcraft director for open times to earn the Totin and Firem'n chits at camp this year.

World Conservation Award: Scouts can earn the World Conservation Award by completing the following merit badges: Environmental Science, Fish and Wildlife Management, and Citizenship in the World. The Fish & Wildlife Management merit badge will be offered this year as part of our econ program for interested Scouts.

