



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.

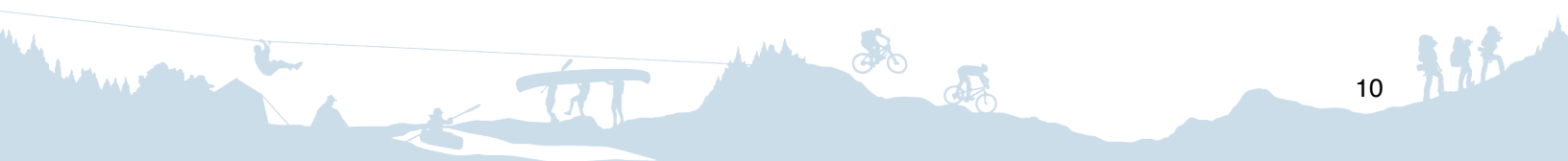
See the Daily Schedule on Page 49 of the Leaders' Guide!

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.



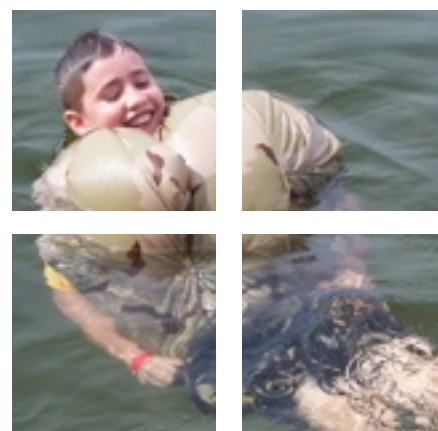
What's New!

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

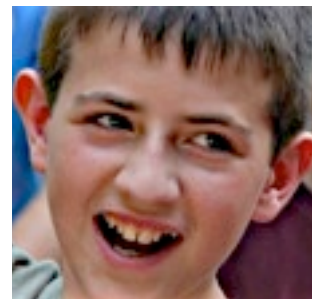
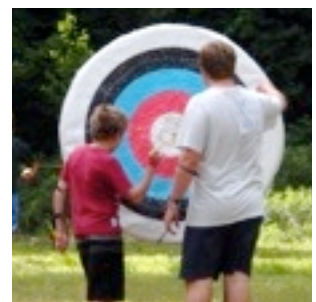
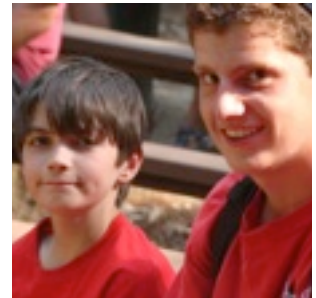
Camp Hinds uses a camp facsimile of the blue cards to record all work done in camp. Leaders will be able to pick up copies of the Camp Hinds Merit badge sheets for their youth Friday afternoon. Completed badges will be recorded and kept in the records at Camp Hinds. If you are missing paperwork, please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

