

SCOUTMASTER TIMELINE

Early 2016	<p>Review with your Scouts the program available at Camp Hinds this summer</p> <p>Reserve your week and campsite with Pine Tree Council</p> <p>Send in deposits for Scouts going to camp</p> <p>Make parents aware of summer camp dates and the required BSA Health Forms</p>
January 16, 2016	Pine Tree Council Camp Kickoff, 10 am to 12 pm Pilgrim House, Brunswick
January 16, 2016	Camp Registration opens, you may sign up for merit badges at this time via our online system or sign in at a later date.
March 2016	Site reservation deposit \$10 per boy, due by March 30.
March 20th, 2016	Campership Application Deadline
TBA	<p>Join us at your District Roundtables to get your camp questions answered.</p> <p>Look for an announcement in <i>Pine Spills</i>.</p>
April 2016	Arrange for two-deep adult leadership to cover your troop at camp
April , 2016	If you are taking advantage of the early bird discount your camp fee must be paid in full by April 30 th . All fees after April 30 will be at regular price.
April 30, 2016	<p>Early Bird Deadline!</p> <p>Confirm the number of Scouts and Adults attending camp with Council by returning the camp contract that is mailed to Scoutmasters</p>
30 Days Prior to Troop Coming to Camp Hinds	<p>Finalize plans, shake down equipment, leadership, and transportation</p> <p>Make final payments to Council (bring receipts to camp!)</p> <p>Review Merit Badge sign-up forms for all campers</p> <p>Collect and review BSA Health Forms for accuracy and completeness</p>
12 Days Before Camp (two Wednesdays before your week)	<p>Meet at Camp Hinds for Leaders' Orientation</p> <p>Bring photocopies of all current BSA Health Forms and advancement Registration materials (if not done online) to Camp.</p>

*Arrival on Sunday will begin at 2PM. On arrival Units will meet their Guides to begin check in and must present their guide with a current updated roster for all those attending camp. Leaders should also ensure they have extra copies of medical forms to ensure a smooth check in.