

# CAMP HINDS PROGRAM GUIDE

SCOUTS BSA RESIDENT CAMP  
SUMMER 2025

CAMP WILLIAM HINDS  
PINE TREE COUNCIL  
RAYMOND, MAINE



# QUICK STEPS FOR LEADERS

1. **Register for your week at Hinds using Black Pug.** We strongly recommend that leaders register troops as a whole and have parents pay using the Parent Portal. This will allow leaders to have access to advancement reports after your visit at Hinds.
2. **Plan your troop's visit to camp.** Plan out your scout's merit badges. Be sure to double check pre-requisites and age requirements.
3. **Register for Merit Badges** in Black Pug.
4. Plan out your Troop Rotations using the Troop Rotation Planner and bring your choices to the Sunday Leader Meeting (or email [hindsprograme@ptcbsa.org](mailto:hindsprograme@ptcbsa.org)).
5. Remind your scouts that they **need a camp physical prior to attending Hinds**. This will complete part C of a medical form, which is required to spend a week at camp.
6. **MAIL (not email) a copy of medical forms to Camp Hinds** (146 Plains Rd. Raymond, ME 04071) at least 2 weeks prior to your stay at camp. This will help you have a smooth and quick check in upon arrival at Hinds!

## Things to bring to the the Scoutmaster's Meeting on Sunday:

- A copy of your troop's medical forms
- Troop roster
- Your troop's troop rotation requests

## Important Changes

- Sunday Leader and SPL Meeting is at 12:30
- Camp will run from Sunday to Friday night
- Families are welcome to attend a BBQ and campfire on Friday night before departure
- This summer's theme is Summerween!



# ADVENTURE AT HINDS

As Camp Hinds celebrates its 98th season, we are confident scouts of all ages and interests will find something awesome to experience during their week at camp! Don't know where to start? Here are a few recommendations for scouts of all ages and ranks:

**For scouts that are new to the scouting program**, we highly recommend our Polaris Program, offered during morning merit badge periods. This double period class is a great way to introduce your new scouts to camp and to complete requirements on the path to First Class!

**For scouts in the middle of their scouting career**, we offer a Traditional Program where scouts can earn merit badges and experience their favorite summer camp activities and adventures.

**For older scouts**, we have new merit badge offerings and our Traditional Program, but if your older scout is looking for a different experience, we have a variety specialized programming specifically designed for older scouts. For the aqua lover, the Casco Bay Sailing Experience is a great way to spend a week truly having fun in the sun. For those with a passion for STEM, our Shipyard Merit Badges are engaging and career inspiring.

For all older scouts who want to take their experience at Hinds to the next level, sign up for our **Counselor in Training (CIT) Program**, which will allow your scout to not only spend 3 weeks at camp, but get a glimpse of life as a Hinds staff member! Scouts must be ages 14 or 15 to be a CIT.

Can't get enough of camp? Sign up for additional weeks at camp (or a week without your troop) through our provisional camping program, also known as **Troop H**. Scouts will be safe and supervised by our qualified camp staff, while experiencing all of the adventures Hinds has to offer!

**Leaders**, if you're looking to spend more time at Hinds, we're always looking for volunteers in a number of capacities, including helping with our Troop H program, teaching merit badges, and assisting in the kitchen. Please reach out if you're interested!

Have questions about our programming? Please feel free to contact Program Director Zack Delile at [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org).

**PROGRAM DIRECTOR**  
**ZACK DELILE**  
**[HINDSPROGRAM@PTCBSA.ORG](mailto:HINDSPROGRAM@PTCBSA.ORG)**

**CAMP DIRECTOR**  
**JACOB LANOUE**  
**[HINDSDIRECTOR@PTCBSA.ORG](mailto:HINDSDIRECTOR@PTCBSA.ORG)**

# 2025 CAMP DATES AND PROGRAMS - AN OVERVIEW

## Week 1: July 6th - July 11th

- Traditional Summer Camp for Troops and Provisional (Troop H) Scouts
- Counselor In Training Program Week 1
- Casco Bay Sailing Experience
- Wilderness First Aid Training
- CPR Heartsaver Training
- Additional STEM Merit Badge Offerings Through Portsmouth Naval Shipyard Partnership

## Week 2: July 13th - July 18th

- Traditional Summer Camp for Troops and Provisional (Troop H) Scouts
- Counselor In Training Program Week 2
- Casco Bay Sailing Experience
- Wilderness First Aid Training
- CPR Heartsaver Training
- Additional STEM Merit Badge Offerings Through Portsmouth Naval Shipyard Partnership

## Week 3: July 20th - July 25th

- Traditional Summer Camp for Troops and Provisional (Troop H) Scouts
- Counselor In Training Program Week 3
- Wilderness First Aid Training
- CPR Heartsaver Training



## 2025 SEASON HIGHLIGHTS

- Adventure out to sea with the ***Casco Bay Sailing Experience***, offered all Weeks 1 and 2.
- We have expanded our merit badge offerings, including **Bird Study, Oceanography, Athletics, Pulp and Paper**, and more!
- In collaboration with the ***Portsmouth Naval Shipyard***, weeks 1 and 2 will feature exciting STEM merit badges and guest instructors who are experts in their field. Featured offerings include ***Engineering, Nuclear Science, Electronics, Electricity, and Composite Materials***.
- New troop rotations and activities including ***our swim platform*** are sure to be exciting for your scouts!

## **YOUTH FEES**

The Regular Summer Camp Fee for the Camp Hinds 2025 Season is \$560 per week.

## **SECOND WEEK AND SIBLING DISCOUNTS**

If you are coming for a second week of camp, your first week of camp is full price and your second week is only \$520!

If you have multiple scouts attending camp, the second sibling can attend for \$520.

## **ADULT LEADER FEES**

Two adults are free with the first eight scouts! One additional adult goes free for each additional eight scouts. Extra leaders are charged \$120 per week.

## **STAY CONNECTED**

To stay up to date on all Hinds updates, follow us on Facebook at Camp William Hinds and on Instagram @camp\_hinds!



# SPECIAL PROGRAMS AND HIGHLIGHTS

Most of our special programs like SCUBA, Casco Bay Sailing Experience, and Shipyard Opportunities are only available for one or two weeks during the summer. We recommend scouts that want to participate in these activities to join our provisional troop (Troop H) if your troop is not attending during a specific week of a specialty program. We give a discount to scouts who attend camp for more than one week.

## SPECIAL PROGRAMS

<i>Week 1</i>	<i>Week 2</i>	<i>Week 3</i>
Traditional Program	Traditional Program	Traditional Program
Wilderness First Aid	Wilderness First Aid	Wilderness First Aid
CPR Heartsaver	CPR Heartsaver	CPR Heartsaver
Shipyard Partnership	Shipyard Partnership	
Casco Bay Sailing	Casco Bay Sailing	
Counselor-In-Training (CIT) Three-Week Program		
Polaris First-Year Camper Program		

## CASCO BAY SAILING EXPERIENCE

🌳 Half Day Program    🌳 Weeks 1 and 2    🌳 Ages 13+

Do you love to sail or have you always wanted to sail? Our Casco Bay Sailing Experience is the perfect opportunity for you! Space is limited for this program, and applicants will be accepted on a first come, first served basis. If you'd like to attend this program but your troop isn't in camp weeks 1 or 2, we recommend signing up for our provisional group (Troop H).

Sign up [\*\*HERE\*\*](#) to reserve your scout's spot, in addition to your troop's registration in Black Pug.



# POLARIS - OUR FIRST YEAR CAMPER PROGRAM

🌲 **Full Week** 🌲 **Morning Program** 🌲 **Offered All Weeks**  
🌲 **Recommended for Ages 10 + 11**

***Is this your first year as a camper or as a scout? Our first year camper program, Polaris, is the easiest way to learn about the best parts of summer camp and earn requirements towards your first class rank!***

**Program Overview:** Our Polaris Program provides a comfortable environment for your scouts to get an introduction to scouting and a taste of all the best parts of camp! Our kind and knowledgeable staff will guide your newest campers through advancement, team building, leadership, and camp activities, all while boosting scouting spirit!

The Polaris Program runs for the first two periods of morning merit badge rotations. The third merit badge period is open for your Polaris camper to earn their first merit badge in an area they're interested in, like swimming, nature, woodcarving, and more!

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## PORTSMOUTH NAVAL SHIPYARD PARTNERSHIP

🌲 Additional Merit Badges    🌲 Offered Weeks 1 & 2

Through a partnership with the Portsmouth Naval Shipyard, we will be offering additional STEM merit badges for weeks 1 and 2. These badges will be taught by industry professionals and we're so excited to share these offerings with scouts at camp. We will currently be offering Engineering MB, Nuclear Science MB, Electronics MB, Electricity MB, and Composite Materials MB through this partnership, but stay tuned for updates as this list may grow as we near summer.



# CPR HEARTSAVER PROGRAM

🌱 New!

🌱 Offered All Three Weeks

We will additionally be offering CPR Heartsaver training this summer at camp! This course will take place Mondays, Tuesdays, Wednesdays, and Thursdays starting at 11:30. Lunch will be provided during the course.

Scouts 13 and up may register in this course! There will be an additional cost of \$25 for this course. Individuals who successfully complete this course will leave camp with their CPR Heartsaver card!



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## WILDERNESS FIRST AID (WFA) PROGRAM

🌱 Half Day Program

🌱 Offered All Three Weeks

We are excited to offer Scouting America's 16 hour Wilderness First Aid course at Hinds this summer! The Wilderness First Aid course will take place during Monday, Tuesday, Thursday, and Friday Afternoon.

Scouts age 16 and up will be given priority to spots in this course, along with adults. There are limited spots available for scouts ages 14 and 15.

There will be an additional cost of \$50 for this course.



# COUNSELOR IN TRAINING (CIT) PROGRAM

🌲 Three Full Weeks 🌲 For Scouts Ages 14 + 15 🌲 July 6th through July 25th

The Counselor in Training (CIT) Program is the perfect opportunity for scouts wanting to spend more time at camp and learn about the exciting life of a member of camp staff! Scouts who apply for this program will spend three weeks working alongside our staff, experiencing and learning the benefits of being a Hinds Staffer. CITs will build communication and leadership skills and will get a jumpstart on work experience.

**Program Overview:** Participating in the CIT Program at Hinds has so many benefits that will last a lifetime! During the first week of the CIT program, CITs will participate in our traditional camp program, taking merit badges, experiencing camp activities like swimming, boating, shooting, and building friendships with other CITs. During the second week, CITs take limited merit badges and begin observing many areas in camp. The third week presents CITs with experiences as a camp staff member and participants will assist in merit badge instruction, help with troop rotations and other activities.

**Cost:** The CIT Program costs \$510 total for the three weeks. This cost includes three weeks at camp, a 2025 t-shirt, bolo, food, and living arrangements. CITs are required to follow the same staff uniform policies. In addition to a Class A uniform shirt, CITs need to have a week's worth of the staff Class B uniform, which includes any scouting shirt, scout shorts, BSA uniform crew length socks, and a belt. A complete supply list will be provided upon acceptance into the CIT program.

**Sign Up:** Scouts interested in the CIT Program at Hinds must register online through Black Pug and submit an application at [camphinds.org](http://camphinds.org). Applications should be sent in by April 15th. All applications will be reviewed after April 15th. Late applications will be accepted but only considered as space is available. Additional information will be provided after a scout is accepted into the CIT program.

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## CAMP STAFF

Are you 16 years or older and looking for an amazing summer job? Work at Camp Hinds! We are hiring 16+ positions, 18+ positions, and 21+ positions. Apply today at [camphinds.org](http://camphinds.org)!



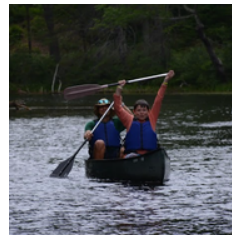
# TRADITIONAL PROGRAM

Our traditional program at Camp Hinds is the **best option for returning and older scouts**. Focused around advancement and activity, the traditional program provides campers with a variety of merit badges to choose from and has plenty of time built in for popular summer camp activities.

In the morning after breakfast, scouts will attend **up to three merit badge classes** offered in areas around camp like aquatics, crafts, shooting, nature, outdoor skills, and more. The morning merit badge program is focused around engaging advancement, followed by lunch and a brief siesta. **Following siesta, scouts will participate in activity rotations with their troop (or other specialized activities and merit badges individually)**, centered around teamwork and experiencing all parts of camp. On Wednesday afternoon is our Camp Wide Event, where troop members must work together to conquer a number of challenges while competing against other troops in camp.

**After dinner, each area in camp is open**, offering activities and providing extra advancement help for scouts when needed. Scouts (with a buddy and permission from their scoutmaster) can come and go from different areas and activities as they please. Scouts can swim, shoot, play a sport, or check out the trading post and get some new Hinds merch like sunglasses and sweatshirts!

**CHECK OUT THE DAILY SCHEDULE LOCATED AT THE END OF THIS GUIDE.**



## MERIT BADGE OFFERINGS & SELECTION

This year we are offering over 35 different merit badges in our traditional program. Sometime in April or May, scouts and their scoutmaster should have a meeting to decide the right badges. Selecting merit badges is a careful and thoughtful process – a scout may think they want to take a certain badge but it may not be the right fit for them yet (based on age and prerequisites). There are so many badges to choose from – we are confident your scout will find the perfect badges to take during their time at camp!

## AGE RESTRICTIONS AND PREREQUISITES

Many of the merit badges offered at Hinds have age restrictions that have been placed to ensure that the maturity level and educational skill are appropriate for the materials covered in the badge. We also use age restrictions to allow older scouts to participate in higher adventure activities without the demand of a larger audience. When selecting merit badges, it is very important to look over the prerequisites and age requirements and make sure that you or your scout are qualified to participate in certain activities and badges.

## WHAT'S NEW

We have introduced a few new merit badges and cycled in a few badges that haven't been around for a bit that scouts should definitely check out. We recommend looking into the afternoon merit badge offerings, including Painting, Photography, and Small-Boat Sailing. Additionally, check out new offerings like Pulp And Paper and Sustainability!

## REGISTRATION

You must register for merit badges using the Black Pug System. **Registration for merit badges is open in Black Pug. When registering for summer camp, we recommend that scoutmasters/leaders register all scouts, rather than having each scout register individually.** This will provide leaders with easy access to earned badges at the end of summer camp and will help you have faster and smoother access to the information you need. If you experience any difficulties with your merit badge registrations or have any questions, please contact Zack at [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org).

**Please note:** You must register for afternoon troop rotations at the Sunday Leaders Meeting upon arrival at Hinds, NOT in Black Pug.

## SCHEDULE CONFIRMATION

Although you can view your requested merit badges in Black Pug, some small changes may be made prior to your arrival at camp. We will try to communicate any changes as early as possible. Scoutmasters will receive a copy of their scouts schedules at the Sunday leaders meeting on your check-in day at camp. As a scout, you'll get a copy of your schedule from your scoutmaster on Sunday when you arrive at camp and you can double check to make sure everything is correct. Our office at camp will provide scoutmasters with a master schedule and individual schedules for leaders and scouts.

## ADDITIONAL EQUIPMENT

Some merit badges require additional equipment (fishing pole, first aid kit, backpack, etc). At camp, we have some equipment, but your scout is encouraged to bring the required equipment from home. Please label all items from home. Camp Hinds is not responsible for damaged or lost items. Merit badge handbooks are required for some merit badge classes. We encourage scouts to use their troop's library or purchase the handbooks from the trading post at camp or from the scout shop ahead of time.

## PAPERWORK

All work done in camp is recorded in Black Pug. Additionally, scoutmasters will be given hard copies of records on Friday evening before leaving Hinds. If you are missing any records from camp in Black Pug, please contact [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org) before September 1st.

## **PRE-CAMP WORK**

Most merit badges offered at camp are able to be completed during your week at camp. However, some merit badges have requirements that need to be taken care of before your arrival at camp. For example: some requirements require several weeks of tracking information, others involve family and community resources, some require speeches and projects. Please make sure you complete the prerequisites for your requested merit badges before arriving at camp so you can receive a complete in your merit badge at the end of the week.

Scouts may receive a partial if they do not complete the prerequisites, but they also may not complete the badge if they are absent or late to a class and missed a requirement. If a scout is sick during a class, they will need to make up the time lost during open areas in the evenings.

If your scout has a disability, it is important that they, a leader, or a parent contact [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org) prior to coming to camp to set up a plan so the scout can complete their work. We will help set up accommodations that will help your scout successfully complete the badge and enjoy their time at camp.

## **GETTING AND FINISHING PARTIALS**

Partials are given when a scout is absent, work is not passed in or work is completed, but doesn't meet expectations, or when prerequisites are not completed prior to camp. Our staff will try to update scoutmasters if any of their scouts are having trouble completing their work, but it is important for scoutmasters to check-in with scouts throughout the week about how classes and assignments are going.

If a scout receives a partial at the end of the week, their records from camp will reflect this partial. Scouts may come back and finish what was not completed during another week at camp (either this season or another season), or they may work with a counselor in their troop.

If a partial is completed after camp, you will need to find a local merit badge counselor to sign off on your paperwork (talk to your scoutmaster or the troop advancement person for your troop).

## **STAFFING TRANSPARENCY**

While we are excited to share that program areas are looking to be well staffed, we wanted to be transparent from the start that our merit badge offerings are subject to change based on staffing availability. This may change before the summer comes, and if it does, we'll add more merit badges and activities to those areas. Please follow us on Facebook to get the most up-to-date info! We appreciate your flexibility and understanding in advance!

If you or someone you know are interested in working and/or volunteering at Hinds, please visit [camphinds.org](http://camphinds.org) to apply or reach out to [hindsdirector@ptcbsa.org](mailto:hindsdirector@ptcbsa.org) or [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org).

# MERIT BADGE OFFERINGS

## CAMP HINDS - 2025

<i>Aquatics</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Canoeing MB	All Scouts	Pass the Swimmer's test	
Kayaking MB	Returning Scouts	Pass the Swimmer's test	
Lifesaving MB	Returning Scouts	Must have Swimming MB	
Swimming MB	All Scouts	Pass the Swimmer's test	
Swim Instruction	All Scouts	None	Will help scouts learn to swim!
Stand Up Paddleboard	Returning Scouts	Pass the Swimmer's test	
<i>Craftshop</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Art MB	All Scouts	Requirement #6	
Basketry MB	All Scouts	None	May require work outside of class
Fingerprinting MB	All Scouts	Bring a pencil to class	
Leatherwork MB	All Scouts	None	
Painting MB	All Scouts	None	Bring paint clothes to camp!
Textiles MB	Returning Scouts	None	
Wood Carving MB	Returning Scouts	Scouts must bring or earn their Totin' Chit at Camp!	Scouts may bring their own carving-specific knives to camp!
<i>Nature</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Bird Study MB	All Scouts	Begin working on #5	Bring binoculars if you have them!
Environ. Science MB	Returning Scouts		
Fishing MB	All Scouts	None	Bring your own rod if you have one!
Forestry MB	All Scouts	None	
Geocaching MB	Returning Scouts	None	Must have basic orienteering skills
Nature MB	All Scouts	None	
Oceanography MB	Returning Scouts	Requirement #8- a, b, or c	
Sustainability MB	Returning Scouts	Requirement #2- a, b, or c #3- a, b, or c	
<i>Polaris</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Polaris Program	New Scouts and First Year Campers!	None- Scouts will work on advancement requirements towards First Class Rank!	Scouts should bring a tent, a pocket knife, and good shoes for a 5 mile hike!
<i>Range Activities</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Archery MB	All Scouts	None	
Rifle Shooting MB	Returning Scouts	None	
<i>Scoutcraft</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Camping MB	Returning Scouts	Requirement #4b, 5e, 7, 8c & d, 9	
Emergency Prep. MB	Returning Scouts	Must have First Aid MB, Req #3	Bring pictures of kit from #3c
First Aid MB	Returning Scouts	Must have First Aid skills through 1st Class Rank. Req #5- Bring to camp or bring pictures	Scouts must have a CPR card or attend the CPR practical at camp

Orienteering MB	Returning Scouts	Requirement #7	
Pioneering MB	Returning Scouts	None	
Wilderness Survival MB	Returning Scouts	Requirement #5	Bring your kit to camp!
<i>Sports</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Athletics MB	All Scouts	Requirement #3	Bring outline with you to camp
Golf MB	All Scouts	None	
Personal Fitness MB	Returning Scouts	Requirements #7 & 8	Bring log with you to camp
<i>S.T.E.M.</i>	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Animation MB	All Scouts	None	
Astronomy MB	All Scouts	None	Will need to attend the Star Party at camp
Chess MB	All Scouts	None	
Digital Technology MB	All Scouts	Requirement #1	
Exploration MB	All Scouts	None	
Moviemaking MB	All Scouts	None	Scouts can bring their own cameras!
Photography MB	All Scouts	Requirement #1b	Scouts can bring their own cameras!
Programming MB	All Scouts	Requirement #1a	
Pulp and Paper MB	All Scouts	None	
Robotics MB	All Scouts	None	
Weather MB	All Scouts	None	
<i>P.N.S.Y. MBs</i>	<i>Available Weeks</i>	<i>1&amp;2</i>	
	<i>Available to?</i>	<i>Prereqs &amp; Preparation</i>	<i>Additional Info</i>
Electronics MB	Returning Scouts	None	
Electricity MB	Returning Scouts	None	
Nuclear Science MB	Returning Scouts	None	
Engineering MB	Returning Scouts	None	
Composite Materials MB	All Scouts	None	
Inventing MB	All Scouts	None	
Communication MB	All Scouts	Requirement #5	
Plumbing MB	All Scouts	None	
Small Boat Sailing MB	All Scouts	Pass the Swimmer's test, have Swimming MB	
* Merit badges are subject to change			
Returning Scout Merit Badges are designed and encouraged for older scouts			

MERIT BADGES MAY CHANGE AS WE NEAR CAMP.

Be sure to stay up to date by following us on Facebook (Camp William Hinds) and Instagram (@camp\_hinds).

# MERIT BADGE SCHEDULES

## CAMP HINDS - 2025

**In the morning**, there are 3 merit badge periods. Most merit badges take up one period, however Shotgun, Rifle, and Environmental Science each take up 2 periods, meaning a scout will be able to earn 2 merit badges in the morning. Otherwise, scouts can sign up for 3 different merit badges in the morning.

**In the afternoon**, scouts can choose to participate in troop rotations all four days **OR** they may choose to take afternoon merit badges. Afternoon merit badges run on a 2 day schedule, so a scout could take one merit badge on Monday and Tuesday afternoon and then participate in troop rotations on Thursday and Friday, or a scout may choose not to participate in troop rotations and have 2 different merit badges during that time instead, one on Monday and Tuesday and one on Thursday and Friday. Campwide event is on Wednesday, so there are no merit badges or troop rotations that afternoon.

**Fingerprinting** is offered as an evening merit badge on Monday evenings.

<i>Aquatics</i>	<i>Period 1</i>	<i>Period 2</i>	<i>Period 3</i>
	Lifesaving MB	Canoeing MB	Lifesaving MB
	Swimming MB	Kayaking MB	Swimming MB
	Swim Instruction	Stand-Up Paddleboard	Swim Instruction
<i>Craftshop</i>	<i>Period 1</i>	<i>Period 2</i>	<i>Period 3</i>
	Art MB	Art MB	Basketry MB
	Basketry MB	Textile MB	Wood Carving MB
	Leatherwork MB		
<i>Nature</i>	<i>Period 1</i>	<i>Period 2</i>	<i>Period 3</i>
	Environmental Science MB ( Period 1&2)		Forestry MB
	Geocaching MB	Bird Study MB	Geocaching MB
		Fishing MB	Oceanography MB
		Sustainability MB	
<i>Polaris</i>	<i>Period 1</i>	<i>Period 2</i>	<i>Period 3</i>
	Polaris Program (Period 1&2)		
<i>Range Activities</i>	<i>Period 1</i>	<i>Period 2</i>	<i>Period 3</i>
	Rifle Shooting MB	Archery MB	Archery MB

Scoutcraft	Period 1	Period 2	Period 3
	Pioneering MB	Camping MB	Camping MB
	Wilderness Survival MB (Period 1&2)		First Aid MB
		Emergency Prep. MB	Orienteering MB
			Pioneering MB
Sports	Period 1	Period 2	Period 3
	Athletics MB	Personal Fitness MB	Golf MB
S.T.E.M.	Period 1	Period 2	Period 3
	Animation MB	Moviemaking MB	Nature MB
	Digital Tech. MB	Robotics MB	Programming MB
	Pulp and Paper MB	Weather MB	Exploration MB
P.N.S.Y. MBs	Available Weeks	1&2	
	Period 1	Period 2	Period 3
	Composite Mat. MB	Composite Mat. MB	Communication MB
	Electricity MB	Electricity MB	Electricity MB
	Electronics MB	Electronics MB	Electronics MB
	Engineering MB	Engineering MB	Inventing MB
	Nuclear Sci. MB	Nuclear Sci. MB	Plumbing MB
Afternoon- Two sessions (M & T), (TH & F)			
Painting MB - 2 sessions per week			
Photography MB - 1 session per week			
Small Boat Sailing MB - 1 session per week			
Astronomy MB - 1 session per week			
Chess MB - 1 session per week			
Evening Sessions			
Fingerprinting MB- 2 Sessions per week			

# TROOP ROTATIONS

## CAMP HINDS - 2025

### AFTERNOON PROGRAMMING

After lunch and siesta, afternoon programs begin, allowing scouts to experience the joys of summer as a troop. On Monday, Tuesday, Thursday, and Friday, Hinds offers activities in each area so scouts have the opportunity to visit all areas of camp (even if they're not scheduled for a merit badge in that particular area). Each troop rotation is one hour long. Each troop can visit up to 3 stations. Some rotations take up multiple blocks of time (The Tenny River Run, for example, takes up all 3 rotation periods). Troops may also opt to take a block or an afternoon off to do troop led programming or service in their campsite. Troop rotations are scheduled times - meaning your troop must sign up for a specific activity and receive that rotation in your schedule. Troop rotation schedules will be handed out at the scoutmaster meeting on Sunday when your troop is checking in.

Campwide Event is held on Wednesday, therefore there are no troop rotations or special activities on Wednesday afternoons.

Adults **MUST** accompany the troop regardless of the activity your troop signed up for. Please keep in mind when making your selections that some scouts may have to go to another special activity, like an afternoon merit badge, specialized program, or older scout activity.

**Planning Your Troop Rotations:** Using the list below, plan with your scouts what you'd like to do during your time at camp. Think about who is taking afternoon merit badges and when, and try to plan out your preferences for days around that. If you have questions, please contact [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org).

**To Register for Troop Rotations:** Scoutmasters must register for troop rotations at the leader meeting during your check-in at camp. Rotation options may change before you arrive at Hinds, so we appreciate your flexibility in advance!

Activity	Length	Description
Tenny River Run	3 Periods	Head down to the scenic and serene Tenny River on a canoe or kayak to Crescent Lake. This is an excellent activity for a couple of swimmers. The troop must provide proper leadership for the trip, including at least one leader with Safe Swim Defense and Safety Afloat training.
Rattlesnake Mountain	3 Periods	Spend the afternoon hiking up our beautiful neighbor, Rattlesnake Mountain! The hike is about 5 miles round-trip. Your unit must provide leadership. Maps of trails will be provided. Be sure to pack extra water.
Open Swim	1 Period	Stay cool and splash around with swimming and games at Main Beach! Units will be expected to provide extra help with lifeguards.
Open Boating	1 Period	Take a boat out on Panther Pond!
Swim Platform	1 Period	Enjoy some fun in the water on our swim platform at Main Beach!
CPR Practical	1 Period	This important period will educate scouts on how to do the basics of CPR and the abdominal thrust. This course does not certify scouts, but it does fulfill the requirement for First Aid and Emergency Preparedness.

<i>Activity</i>	<i>Length</i>	<i>Description</i>
Plaque Making	1 Period	Design the coolest plaque in the dining hall to celebrate your troop's week at Camp Hinds!
Branding At The Blockhouse	1 Period	Bring something to brand (or purchase at the trading post) and leave a mark of your time at Hinds!
Rifle Shooting	1 Period	Head up to our Rifle range and try your hand at shooting with our knowledgeable staff!
Disc Golf	2 Periods	Challenge yourself to our disc golf course!
Gaga Ball	1 Period	Challenge your troop to a very popular camp activity- gaga ball! Due to safety concerns, gaga ball is only available during troop rotations or open areas, so take advantage of this opportunity to play this fan favorite game!
Tomahawk Throwing	1 Period	Practice the old time skill of Tomahawk Throwing with your troop!
Fishing	1 Period	Go fish!
Knots Knowledge	1 Period	Visit Scoutcraft to learn and complete your knots for advancement!
Tie-Dye	1 Period	Make a shirt to remember your week at Hinds!
Service Project	1 Period	Take an opportunity to give back to camp by doing a project designated by the commissioner or the ranger!
Candle Making	1 Period	Make candles in the craftshop!
Troop Time	1 Period	Enjoy some troop time in your campsite!
<b>(NEW) Open Climb</b>	3 Periods	Take to the skies and climb up our high elements!
<b>(NEW) Spaghetti Towers</b>	1 Period	Teamwork amongst your patrol will be paramount as you aim to create the tallest tower out of only spaghetti and marshmallows!
<b>(NEW) Open Archery</b>	1 Period	Head up to our archery range and try our archery challenge with our knowledgeable staff!
<b>(NEW) Duct Tape Adventure</b>	1 Period	You can create a neckerchief slide, wallet, patrol flag, and so much with only one item- duct tape! Try it out at our craftshop during this new rotation!

**TROOP ROTATIONS MAY CHANGE AS WE NEAR CAMP.**  
**Be sure to stay up to date by following us on Facebook (Camp William Hinds) and Instagram (@camp\_hinds).**

# EVENINGS

Evenings at Hinds are run like an open house of camp. Scouts can come and go from one area to another (with a buddy and with scoutmaster permission, of course)! Areas open at 7:00 pm and close at 8:30 pm, but some areas may close at dusk due to safety around visibility (like aquatics and shooting). Each area will have special programs that they offer each night, in addition to merit badge assistance. Details about special programs in the evenings will be published and shared at the Sunday night campfire during your week at camp.

Some evening highlights:

- Leave No Trace Training (Monday Evening)
- Fingerprinting MB (Monday And Thursday Evenings)
- First Year Camper Ice Cream Social (Monday Evening)
- **NEW** Trivia In The Rec Hall (Monday Evening)
- Scouts Own Service (Tuesday Evening)
- Tuesdays At The Theater (Tuesday Evening)
- Star Party (Tuesday Evening)
- **NEW** Nature Hike (Wednesday Evening)
- Scoutmaster Splash (Wednesday Evening)
- **RETURNING** Wilderness Survival Overnight (Wednesday Evening)
- OA Service Hour (Thursday Evening)

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## WEEKLY ACTIVITIES

**Camp Wide Event:** WEDNESDAY afternoons are going to be an event you won't want to miss! Compete against other troops in camp and build unity and scout spirit with your troop, all while having a great time! Senior patrol leaders will get information about Camp Wide Event at SPL meetings.

**Cook In Your Campsite Night:** Leaders, learn more about this Hinds tradition in the leader guide and be prepared to cook in your campsite on WEDNESDAY nights!

**First Year Camper Ice Cream Social:** First year campers, join us in the dining hall on MONDAY nights starting at 8pm for ice cream! Feel free to bring a friend at camp!

**Trivia In The Rec Hall:** Who was the first camp director of Camp Hinds? Which Hinds alumni coined the term "wind chill?" How did Scouts in the 1950s get to Tennyside? If you think you know these answers and more, join us in the Rec Hall on MONDAY nights starting at 8:45 to test your Hinds trivia knowledge!!

**Tuesdays At The Theater:** A movie will be shown in the STEM Center on TUESDAY evenings. Come cool off and relax to kick off your week at camp!

**Star Party:** Join the nature staff on TUESDAYS at 9:00pm in the nature area for a fun night of star viewing and celebrating! Based on weather, this may be moved to another evening throughout the week.

**Scoutmaster Splash:** On WEDNESDAY nights, Scoutmasters and other leaders will compete to determine who can make the biggest splash at Main Beach!

**Nature Hike:** On WEDNESDAY nights after dinner, join the Nature area on a short twilight hike!

**OA Day And Service Hour:** Thursday is Order of the Arrow Day! Besides wearing your favorite OA shirt, Madockawanda Lodge will have a service hour following dinner. Participants who spend their evening engaging in the service hour will receive a special patch for their service.

**SPL Meetings:** Senior Patrol Leaders will meet with the Program Director daily at 11:30 in the Council Ring. These meetings will be quick but will be packed with important information. SPLs, be sure to make this meeting each day!

**Polar Bear Dip:** Calling all early birds! Splash into the day in a fantastic way each morning for the Polar Bear Dip. If you are looking for a chilly challenge or just want to have some fun, go to the waterfront at 6:45 am Monday through Friday and plunge your way into Panther Pond at sunrise. Scouts who participate in the Polar Bear Dip four mornings during their week at Hinds will earn the honor of being able to purchase a Polar Bear Dip patch.

**Mile Swim, BSA:** This intense swimming challenge is open to all campers and leaders. Swimmers swim Monday through Thursday beginning at 11:30 at Main Beach. Participants must attend all of the mile swim sessions to complete Mile Swim, BSA. Cards of completion will be given to all who complete the mile swim challenge and a patch can be purchased at the trading post (must show the completion card).

**Fishing:** Scouts may fish with a buddy during open areas in the evenings. A popular spot to fish is off of Tenny Point on the Tenny side of camp. Scouts can only fish from rowboats during the open boating troop rotation, or during open areas if the aquatics staff allow. If scouts are not yet swimmers, they may fish from a rowboat with a swimmer present. **Fishing is not permitted off of the bridge or in swimming or boating areas.** You cannot wade while fishing at any time.

**Sports Activities:** Challenge your new friends, your troop, and staff to a friendly game of volleyball, soccer, frisbee, and more! Sports are available as an open evening area on Monday, Tuesday, and Wednesday evenings. Troops may also borrow equipment from the office, so stop by to check on availability.

**Please note:** Gaga ball is only available as part of a troop rotation or open area. Due to safety concerns, **troops are not permitted to play gaga ball outside of these times.** Be sure to sign up for a troop rotation or join during open areas if you're wanting to play gaga ball!

**Morning Flag Duty:** As a camp, we all know and love retreat at 5:40 each evening. However, we are always looking for troops to volunteer to put the flags up each morning! If you're interested in putting the flags up before breakfast, please let us know Sunday afternoon or evening in the Camp Office. Wednesday evening take down is also available, as it is cook in your campsite night and there is no retreat. This ceremony can satisfy second class requirements for younger scouts and will be given to troops on a first come, first served basis.

**Patrol Cook Off:** While cooking in your campsite, each patrol can make an extra plate to serve to our panel of cook off judges at 7:30 in the council ring! Will your patrol be crowned the cooking champion?

**Waterfront Orientation:** A mandatory but brief orientation is required for all campers and leaders. This orientation is held at Main Beach directly after dinner on Sunday night. Everyone in camp must attend.

# 2025 THEME: SUMMERWEEN!

## THEME DAYS AT HINDS

We're excited to be bringing a spooky theme to Camp Hinds for you this summer! Help us stay festive by celebrating our themed days!



### ***Monday: Crazy Sock Day***

Wear your funkiest, favorite socks all day on Mondays!



EXPLORING™

### ***Tuesday: Venturing, Exploring, and Sea Scouting, OH MY!***

If you're a member of a venture crew, an explorer post, or a sea scouting ship, wear your favorite swag and share your favorite experiences in scouting. If you're not in a crew, post or ship, stop to talk with someone who is!



### ***Wednesday: Costume Day***

Put on your costume to go trick or treating! All Halloween costumes should be Scouting-appropriate.



### ***Thursday: OA Day***

Wear your favorite purple merch and wear your sash to dinner. Participate in OA Service Hour after dinner and earn an exciting OA Service Hour patch!

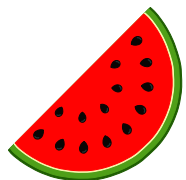


### ***Friday: Troop Pride Day***

Represent your troop with your favorite troop shirt and show off your troop spirit for Campwide Event!

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## THEMED ACTIVITIES



### ***Watermelon Carving***

Along with a plaque, troops will be given a watermelon to carve in the spirit of Summerween! These watermelons will be shown at the closing campfire on Friday night! Watermelons can be carved at the Craftshop!



### ***Trick Or Treating***

On Wednesday during camp wide event, troops will get a chance to trick-or-treat with the various areas around camp!

# ADULT PROGRAM

## Scoutmaster Coffees and Leaders Meeting

Enjoy a fresh cup of coffee and a chance to sit back and chat with other scoutmasters, along with the Camp Director, Program Director, and Camp Commissioners. Meetings are held Tuesday and Thursday mornings at 8:45 in the Dining Hall. An additional meeting will be held on Friday at 8:45 in the dining hall to confirm check out and departure procedures.

## Safety Afloat and Safe Swim Defense

Troops wanting to do aquatics activities at camp, particularly the Tenny River Run, need to have at least one adult leader with these trainings. All adults are encouraged to attend this important training on Monday at 11:30 at the waterfront. No swimming is involved. You can also take this training online prior to camp. Please bring proof of training to camp.

## Leave No Trace

Leave No Trace training guides scouts and leaders on how to have successful and low impact camping and outdoor adventures. This training is offered for campers and leaders on Monday at 7:15 pm in the Nature Area.

## Additional Adult Leader Trainings

Additional adult leader trainings may be available during your stay at camp. More information will be coming soon. If you're interested in running an adult leader training while you are staying at camp, please reach out to [hindsprogram@ptcbsa.org](mailto:hindsprogram@ptcbsa.org).

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## AWARDS AND RECOGNITION

At Camp Hinds, we encourage all campers, scoutmasters and staff to do their best, fully participating in everything that Hinds has to offer. To help encourage our Hinds community to live out the Scout Law each day, we have the following awards to offer. Award recipients will be recognized on Friday at the closing campfire.

**Honor Camper Award:** Troops will vote for the scout in their unit that has best lived the Scout Oath and Law during their week at camp. Nominations will be submitted at the end of the week and more information will be provided at the Sunday scoutmaster meeting.

**Honor Scoutmaster Award:** At Hinds, we want to recognize incredible scoutmasters who enjoy and participate in their week at Hinds. More information will be provided at the Sunday scoutmaster meeting.

**Honor Staff Member Award:** Troops can recognize outstanding staff service during the week by nominating a favorite staff member. Take note of quality service and outstanding kindness!

**Paul Bunyan, Totin Chit, and Firem'n Chit:** All three of these awards can be earned in the scoutcraft area during evening open areas.

**Leave No Trace and Outdoor Code Award:** Scoutmasters, scouts, and staff can nominate a scout, staffer, or leader who has gone above and beyond to uphold the principals of Leave No Trace and the Outdoor Code.

# Daily Activity Schedule

## Summer 2025

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Theme		Crazy Sock Day	Venturing and Sea Scouting Day	Costume Day	OA Day	Troop Pride Day
6:45		Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim
7:15	6:30 - Swim Test Retake & MB Changes	Wahler's Call	Wahler's Call	Wahler's Call	Wahler's Call	Wahler's Call
7:30	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30	Merit Badge 1	Merit Badge 1	Merit Badge 1	Merit Badge 1	Merit Badge 2	Merit Badge 1
9:20		DOUBLE PERIOD				
9:30	Merit Badge 2		Merit Badge 2	DOUBLE PERIOD	Merit Badge 3	Merit Badge 2
10:20						
10:30		Merit Badge 3	Merit Badge 3			Merit Badge 3
11:20						
11:30	11:30 SPL Meeting @ Dining Hall 11:30 - CPR Heartstaver 11:30 SSD & Safety Alive at Main Beach Mile Swim	11:30 SPL Meeting @ Dining Hall 11:30 - CPR Heartstaver Mile Swim	11:30 SPL Meeting @ Dining Hall 11:30 - CPR Heartstaver Mile Swim	11:30 SPL Meeting @ Dining Hall 11:30 - CPR Heartstaver Mile Swim	11:30 SPL Meeting @ Dining Hall 11:30 - CPR Heartstaver Mile Swim	11:30 SPL Meeting @ Dining Hall Troop Time/Campsite Cleanup
11:45						
12:00	Parking Opens	Cafeteria Style Lunch	Cafeteria Style Lunch	Cafeteria Style Lunch	Cafeteria Style Lunch	Family Style Lunch w/ Plaque Hanging
12:30	SA/SPL Meeting	Siesta	Siesta	Siesta	Siesta	Siesta (CPR Practical Makeup)
2:15	Welcome to Camp!	Troop Rotation Period 1	Troop Rotation Period 1	Campwide Event	Troop Rotation Period 1	Troop Rotation Period 1
3:00		PM Merit Badge #1 Row 1 of 2 2:15 - 4:45	PM Merit Badge #1 Row 2 of 2 2:15 - 4:45		PM Merit Badge #2 Row 1 of 2 2:15 - 4:45	PM Merit Badge #2 Row 2 of 2 2:15 - 4:45
3:10	Med Checks Swim Tests	Troop Rotation Period 2	Troop Rotation Period 2		Troop Rotation Period 2	Troop Rotation Period 2
3:55						
4:00	Campsite Set Up	Troop Rotation Period 3	Troop Rotation Period 3		Troop Rotation Period 3	Troop Rotation Period 3
4:45		Wilderness First Aid	Wilderness First Aid		Wilderness First Aid	Wilderness First Aid
5:00						
5:40	Retreat & Wahler's Call	Retreat & Wahler's Call	Retreat & Wahler's Call	Troop Cooking Dinner in Campsite	Retreat & Wahler's Call	Retreat at 5:15 Family BBQ at 5:30
6:00	Dinner	Dinner	Dinner		Dinner	
7:00	Waterfront Orientation	Open Areas Fingerprinting MB	7:00 Scouts Own Service	Open Areas	Open Areas	Closing Campfire
8:30	8:15 - Welcome Campfire	8:00 - First Year Ice Cream Social	7:00 Tuesday Theater Open Areas	7:30 Nature Hike	Finish Your Plaque Night Extra Merit Badge Help Fingerprinting MB	Friends and Family Welcome! 7:00 pm
(Or DUSK)		8:45 - Trivia in The Rec Hall	9:00 - Star Party	8:00 - Scoutercraft Overnight	OA Service Hour & Ice Cream	
9:00	Call to Quarters Taps	Call to Quarters Taps	Call to Quarters Taps	Call to Quarters Taps		Safe travel! See you next year!
9:30						