

Camp Hinds

FAMILY ADVENTURE WEEKEND



July 19-20, 2025
146 Plains Rd, Raymond, ME

GENERAL INFORMATION FOR PARENTS AND LEADERS

WHAT IS FAMILY ADVENTURE WEEKEND?

Family Adventure Weekends are an exciting time for a Cub Scout to spend time with their family in the woods at Camp Hinds in Raymond, ME.

Cubs and their families will have the use of all our facilities. They'll be treated to a campfire program at the water's edge. Bring a chair and a song or a skit to share. It's family fun for all ages!

The weekend begins at 10:30am Saturday with a unit representative meeting followed by units arriving. Program kicks off at 12:30 for roll call at the Parade Field on the waterfront and runs until closing, 11:30am Sunday.

Family Adventure Weekends are a great way for unit leaders, parents, and kids to get to know each other in a relaxing outdoor environment. Every Pack should make it one of their top priorities to attend a Family Adventure Weekend every summer. This weekend can also be used to qualify for the National Summertime Pack Award.

Individual families or several families from the same Pack may sign up together. **To register go online to https://www.scoutingevent.com/218-2025_FunPack_Weekend** To ensure a quality program, the number of participants will be limited to 150 participants per weekend - so register early.

FEES:

\$30 per youth (1 adult comes free with each youth; discount applied at checkout)

\$15 per additional adult

Refunds subject to 15% administrative fee and only if requested 2 weeks prior to attending FPW.

DATES:

July 19-20, 2025 Family Adventure Weekend

NEED MORE INFORMATION?

If you have question not answered in this guide feel free to contact the camp administration:

Julie McKenney, campbomazeen@gmail.com

ARRIVAL:

Cubmasters or Group Leaders will meet at Tabor Pavillion near the upper parking lot for a quick meeting and camp assignment before their unit arrives to help relay the information to their units when they arrive together.

Units for the Family Adventure Weekend should plan their arrival as a group. Please try to arrive promptly, but not early than 11am. Units will not be allowed into camp until the completion of the Cubmaster's meeting. This will allow the staff adequate time to prepare for your arrival.

Trailers- Upon arrival, parking is available in the pit on the right to make it easier for trailers to move around. Passenger vehicles will be asked to park in the parking lot on the left. Packs are encouraged to put all their gear into one or two vehicles. One vehicle at a time from each pack may be driven along the camp road for unloading, but must be moved immediately afterwards to the designated parking area. Unloading passes will be issued at the Cubmaster meeting. Please cooperate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director only.

CHECK-IN PROCEDURE:

Each pack will be assigned a Staff Guide who will assist you with the check-in procedures and be with you until lunch.

The following is an outline of the check-in procedure on Saturday:

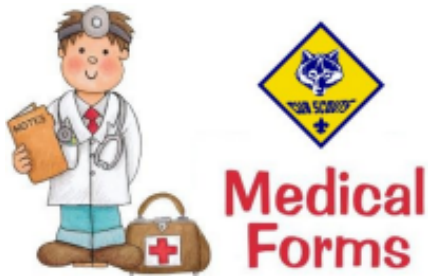
1. Cubmasters & Group Leaders meet with camp staff at 10:30am in the parking lot.
2. Participant arrival - 11:00am-12:00 pm
3. Get a vehicle pass for unloading.
4. Medical screening:
 - a. Get buddy tags needed for swimming.
 - b. Medical forms reviewed.
5. Move into a campsite.
 - a. One vehicle used to bring in gear.
 - b. Other participants walk into the campsite.
 - c. Setup tent - settle in.
 - d. Dinner and campfires

For those who can't arrive on Friday, reach out to Julie McKenney for further guidance.

Informational CUBMASTER MEETING:

Camp Cubmasters and Group Leaders (1 for every 25 participants) are expected to attend the Pre Camp meeting which will be held at 10:30 am before their units arrive for check-in. The Camp Cubmaster is the adult who will have the primary responsibility for the pack in camp. Agenda will include: Introduction to your campsite guide, review of the program schedule, group assignments, camp rules, emergency procedures, distribution of vehicle passes, as well as a question and answer session.

Please bring your completed copy of your roster, medical forms for everyone on site, and this manual to the meeting.



MEDICAL FORMS:

In keeping with current State of Maine and Scouting America regulations, the following is Pine Tree Council's policy regarding medical certification of Cubs and adults attending Family Adventure Weekends. Each participant **MUST** complete a personal health and medical history including insurance information and parental permission to treat. No physician's statement is required. Forms can be downloaded from: [Medical Form A & B](#)

To help streamline the process, we recommend that Cubmasters collect all medical forms ahead of time for check-in. They will be returned at check out.

MEDICAL SCREENING:

All participants (Cubs and adults) must check-in with the Health Officer before moving into your campsite. The Health Officer will issue the buddy tags required for swimming and boating. Make sure you bring the buddy tags to the waterfront when you go.

MEDICATIONS:

Pine Tree Council makes a concerted effort to comply with the State of Maine and B.S.A. laws and regulations on this subject. With that in mind, all medications brought to camp by campers, leaders, and staff **MUST** be stored in a locked box under adult supervision. These may be kept in the campsite or in the Health Lodge. This includes prescription and nonprescription items. The health officer is available 24-hours a day to administer medications as needed.



SWIM CLASSIFICATION:

At the medical screening you will be issued a small round tag known as a "buddy tag". This is your ticket to waterfront activities (swimming). After moving in to your campsite, you will proceed to the waterfront to be classified. The waterfront is divided into three swimming areas. Starting from the shore going out, they are: Non-swimmers Area 0-3 feet deep Beginners Area 3-6 feet deep Swimmers Area 6-9 feet deep. To ensure the safety of all, each participant must be re-classified each year when they come to camp. Tags from last year or from another camp may not be used.

NON-SWIMMER:

Skill required: Get wet in water waist deep. Participants classified as a learner may:

- * Swim with a buddy in the Non-swimmers area only.
- * Go in a rowboat when accompanied by a buddy who is classified as a swimmer.
- * Go in a canoe when accompanied by an adult buddy who is classified as a swimmer.

BEGINNER:

Skill required: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before and return to the starting place.

Participants classified as a beginner may:

- * Choose to swim in either the Non-swimmer or the beginners area with a buddy.
- * Go in a rowboat when accompanied by a buddy who is classified as a swimmer.
- * Go in a canoe when accompanied by an adult buddy who is classified as a swimmer.

SWIMMER:

Skill required: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke.

The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

A participant classified as a swimmer may:

- * choose to swim with a buddy in either the Non-swimmers, Beginners, or Swimmers area.
- * May go out in either a rowboat or canoe with a buddy.

**WATERFRONT RULES:**

These are posted at the Aquatic Areas for everyone's protection and must be strictly adhered to. Aquatic Facilities are for the use of Registered Cub Scouts, siblings, parent participants, and leaders. All participants (youth & adult) must have a signed medical form and take the swimming classification test. As a Scout camp we use the 8-point defense plan. 1) Qualified Supervision, 2) Physical Fitness, 3) Safe area, 4) Lifeguards on duty, 5) Lookout, 6) Ability groups, 7) Buddy system, and 8) Good discipline.

SWIMMING & WADING

The fenced-in waterfront area near the parade grounds is the only location where anyone is allowed to swim or wade. Cubs, parents, and leaders must not be in the water elsewhere.

SWIMMING RULES:

1. All participants must use their own buddy tags. Tags are colored to reflect your swimming ability and the areas you may use.
2. For all swimming activities each participant must have a buddy. A buddy is a person who will stay with you during the course of the swim and will serve as your personal lifeguard.



MARK ALL GEAR:

Each participant should put their name on every item they bring to camp. Each year there are many items lost and unclaimed. A Scout is thrifty - and if all items are clearly marked with the owner's name and pack number, thrift can be practiced.

WHAT TO PACK: In addition to your smile and a good attitude:

Personal Gear:

Activity Uniform - Pack t-shirts
Extra pants, shirts,
Shoes, socks, undergarments,
Extra towels
Rain gear (Program runs rain or shine)
Modest Swimsuit, swim shirt and towel
Water shoes -required for safety (we have
fresh water clams)

Flashlight with extra batteries
Jacket or sweater
Toilet articles (No sprays please)
Insect repellent (NO sprays Please)
Pajamas
Refillable Water Bottle

Optional Personal Gear:

Camera
Money for Trading Post
Fishing gear
Sunscreen
Bible or prayer book

Family/Pack Gear

Tent with poles, pegs, ropes,
Sleeping bag or Blankets, Pillow, Sleeping pad
Cooking gear
coolers with ice
Camp chair

LEAVE AT HOME:

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, any electronics to distract from the serene nature, squirt guns, alcoholic beverages and illegal drugs are not permitted in camp. Other valuables should be left at home.

LOST AND FOUND:

A lost and found box will be maintained at Health Lodge.

TRADING POST:

Camp Hinds maintains a camp store located in the bottom of the old Ring dining hall. Stock items include Scouting literature, camp T-shirts, patches, neckerchiefs, mugs, uniform parts, cold drinks, and snacks. Hours will be updated.

DUTY TO GOD:

There will be a brief non-denominational service on Sunday morning at closing. All Cubs and parents are strongly encouraged to attend.

TELEPHONE:

The camp telephone number for administration and emergencies is Julie McKenney at (207) 530-0362.

LIQUOR/DRUGS:

Persons possessing or drinking alcoholic beverages will be asked to leave camp immediately unless impaired. Persons in possession of illegal drugs will be reported to the State Police. This won't be tolerated for the safety of all in mind.

SMOKING:

There is **NO SMOKING** or **VAPING** in camp. If adults must smoke, please use designated areas only at the end of the road by the mailboxes. All buildings, Program Areas, the center of camp, and campsites are off limits! Please field strip all butts. Aid us in setting the example and maintaining fire safety. Smoking by youth is prohibited.

ADULT LEADERSHIP:

Scouting America policy requires that each campsite have a minimum of TWO adults 21 or older present in camp at all times when cubs are present. If girls are in your group, one leader **MUST** be female.

INITIATIONS, HAZINGS, & PRACTICAL JOKES:

This does not belong in a Scout Camp. Under Scouting America policy, these situations may be regarded as child abuse and will be dealt with as such.

YOUTH PROTECTION:

Unit leaders are responsible for knowing and adhering to the Youth Protection guidelines of Scouting America.

THE BUDDY SYSTEM:

Cubs are required to use the buddy system at all times. A Cub should never leave their campsite alone.

CAMP PROPERTY:

Damage to camp property will be billed to the pack, likewise any tools or equipment signed out to the pack or member of the pack and not returned will be billed to the pack.

CONSERVATION:

Please be careful of trees in camp. Trees may not be cut. Trees can be pruned of dead branches. Leave wild animals and birds to be observed from a distance. Prevent erosion - leaves, needles, and plants should be left where they are. Don't sweep or rake the ground in your campsite except around your fire pit.





FIRE PREVENTION:

Care should be exercised around the campsite in the use of matches and fuels. No flames of any type are permitted inside tents. Two fire buckets filled with clean water must be near your fire pit when you have a fire.

LIQUID FUELS:

Liquid fuel or propane stoves and lanterns may be used by Scouts only when under the direct supervision of a knowledgeable adult. This is a National Regulation. All unattached fuel containers must be stored in the flammable liquid locker. Do not place empty containers in the dumpsters.

The use of liquid fuels for starting any type of fire is prohibited. Solid-type starters are just as effective, are easier to store and carry, and are much safer to use for this purpose.

HEALTH AND SAFETY:

Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents and illnesses are to be reported to and treated by the Camp Health Officer.

SHOES/FOOTWEAR

All Cubs, parents, and staff are required to wear closed toe shoes at all times (including going to and from the waterfront) except in your tent and at the waterfront. Roots, rocks, and other objects can cause serious foot injury. We will be using West Beach. Aqua shoes are highly recommended.

UNIFORM:

The Cub Scout Uniform, correctly worn, is proper many times, but not required for this weekend event. We encourage you to wear your Pack T-shirt to help identify who and where you are from.

PROGRAM GROUPS / GROUP LEADERS:

For the Saturday and Sunday morning program times, the camp will be divided into groups with about 25 participants in each group. If you have less than 25 participants in your pack, you can expect that you will be joined by participants from another Pack to make a group of about 25. If you have more than 25 participants from your Pack, you can expect that your Pack will be split into two or more groups.

Each group of 25 must have a Group Leader. If you have more than 25 participants, the Cubmaster should not be a Group Leader.

The duties of the Group Leader include:

- 1) Keeping the group together and taking a head count often.
- 2) Keeping track of the group's schedule.
- 3) Making sure everyone in the group is having FUN!!!!!!

CAMPFIRE:

The highlight of the weekend will be the Saturday night campfire. Enjoy all the action of all the skits, songs, cheers, and stories assembled for your involvement and entertainment. Packs should come as a group to the Council Ring at 8:15pm. Adults should bring their flashlights and bug dope. Packs who desire to do a skit at the campfire should make arrangements with the program director for an audition. All skits and songs must be well rehearsed and must be approved well in advance.

MEALS:

All Saturday meals will be prepared in your campsite. Please plan accordingly to cook either on an open fire, charcoal, or cookstove. Units will need to plan for keeping food at safe temperatures. If you have dietary needs, please inform your Pack leadership. The dining hall will not be open for meals. Plan to bring wood with you. You may find dried kindling on the ground.

We suggest lunch be an easy meal. Select non-cook options or items that can be prepared by adding hot water such as boiled eggs in a bag, instant cereal for breakfast and mac & cheese, cup-of-noodles, hot cocoa mix, etc.

We suggest selecting a meal that requires minimal prep time and cooking gear and little clean-up for dinner. Foil dinners are a good option. Be creative and enjoy the journey.

On Sunday Morning, something special we have created is a group effort breakfast. Volunteers from each unit are asked to arrive at the Dining Hall to help man a station.

VEHICLES & PARKING:

All vehicles must be stored in the designated visitor's parking lot. Only commercial delivery vehicles will be allowed beyond the parking lot except that one designated pack vehicle will be allowed to load and unload along the camp road. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to ensure camper safety and to conserve the environment. Exceptions for disabled persons may be arranged in advance through the Camp Director.

No passengers are to be transported in the beds of trucks, trailers, or campers. Persons under the age of 18 may not have vehicles in camp without prior written permission of the Camp Director. Persons under the age of 18 may not transport passengers under the age of 18.

CHECK-OUT:

The program will officially end after the 11:30am flag ceremony on Sunday morning. Vehicles may enter campsites to pick-up gear using the same procedure as during check-in. Once the campsite guide has checked the site to make sure it's in order before leaving, you can then send a representative to collect paperwork and hopefully, patches.

CAMP EVALUATION:

At the end of the weekend units will be asked to complete a "Camp Evaluation" form. Cubmasters are asked to meet with their packs and fill out the form. The information on these forms is very important to us, we use this as a basis for making changes (if needed), adding programs, or refining procedures for future weekends or next year. In response to Cubmaster's suggestions expressed on previous year's Evaluation Forms we have made several changes in camp and its program. A copy of the form is included in this booklet.

STAFF OPPORTUNITIES:

We are still looking for several adults to serve as staff members for the Family Adventure Weekend or Daycamp program. For an application form contact the - Julie McKenney at campbomazeen@gmail.com

**Thank you for making a difference in a youth's life
and we hope to see you again!**

FAMILY ADVENTURE WEEKEND ROSTER

Pack#: _____ Campsites: _____

Group Leader: _____ Phone #: _____

Total Adults: _____ Total Youth: _____ # Tents Spots Needed _____

[illegible]



CAMPFIRE PROGRAM

A scout is clean.

Pack#: _____ Campsites: _____

Group Leader: _____ Phone #: _____

Song: _____

Description:

Skit(s): _____

Description:

Cheer: _____

Run on: _____

Will you lead us in vespers at the end? Yes No

Will you build the fire at 7:45? Yes No

Will you wait and make sure it's cold at the end? Yes No