

ADVANCEMENT TRAILBLAZER PROGRAM

This program provides first year campers and new Scouts the opportunity to work on requirements for advancement to First Class. This is a great way for Scouts new to MaKaJaWan to get involved and decide what they want from camp next year, while at the same time working on rank advancement. Scouts still on the trail to First Class should stop by the Trailblazer area on Monday morning to learn more about this advancement opportunity!

EARNING MERIT BADGES AT CAMP

Merit badge opportunities, while not the entire camp program, are an integral part of the MaKaJaWan experience. It is the recommendation of the Council Boy Scout Outdoor Committee that no Scout come to camp exclusively to earn merit badges. For this reason and past experience, we recommend that Scouts should pursue no more than four merit badges during a one-week period. For some Scouts, two merit badges will be a challenge. Scouts who are not able to complete a merit badge at camp may complete the remaining portion of a merit badge at home through the usual unit advancement program.

MERIT BADGE PREPARATION

Each Scout, in consultation with his unit leader, should determine what merit badges he wants to work on before he goes to camp. Many merit badges cannot be completed at camp without prior work or preparation. The Scout should bring a signed note from his home Merit Badge Counselor or Scoutmaster as evidence of work completed. Since many merit badges occur at scheduled times, a tentative schedule is included on the web to help Scouts avoid scheduling conflicts.

MERIT BADGES AVAILABLE AT CAMP

Visit www.usscouts.org for updated information on any merit badge.

AQUATICS	COMMENTS
Swimming	Great first year merit badge
Lifesaving	Requirement 1a is a prerequisite; more suited to 2nd yr. Scouts
Small Boat Sailing	A fun merit badge for all, but will require free-time "work"
Canoeing	Excellent way to learn the basics!
Rowing	Slightly more challenging than Canoeing for most Scouts
Motor-boating	Enrollment opportunities are limited; intended for older Scouts. New requirements mean that Scouts will need previous experience with "trailerling" to complete the badge.

Note: Most waterfront badges require a high level of swimming proficiency: check requirements before coming to camp if you are not a strong swimmer. Swimming, Lifesaving, and BSA Lifeguard candidates should bring a long sleeve button shirt and long pants for use in the water. All waterfront merit badges have a First Aid/CPR requirement—it is recommended this be completed before camp if at all possible.

SHOOTING SPORTS	COMMENTS
Archery	A great merit badge for all! (minimal cost--\$4 for arrow kit)
Rifle Shooting	Very popular for all ages, but can require a considerable investment of time for shooting. (cost: \$3-\$8)
Shotgun Shooting	Great follow-up to Rifle Shooting (cost--\$6 to \$20); note this is a challenging badge for most Scouts.

SCOUTCRAFT	COMMENTS
Camping	All but 9a (20 nights of camping) can be done at camp, although the Scoutmaster can sign this off, as well as 5e, 6a, 7c, 8c, and 9b for past camping experiences— only with some prerequisites can the badge can be completed in one week.
Cooking	Previous experience strongly recommended. Requirement 7 (cooking in the home) cannot be done at camp, and since 9 total meals must be planned and cooked, it is difficult to finish this one at camp.
Orienteering	# 7 cannot be completed at camp—experience recommended
Pioneering	A great badge and a Scouting classic; intended primarily for 2nd year Scouts and above!
Indian Lore	Fun for all Scouts—research Requirement 1 beforehand. Note this badge is sometimes taught at Handicraft instead.
Wilderness Survival	A definite challenge, but a great badge; recommended as a follow-up to Camping.
Hiking	Requires 6 hikes totaling 70 miles—experience recommended

HANDICRAFT	COMMENTS
Leatherwork	A popular badge, particularly with 1 st year campers (many Scouts choose to use kits -cost is between \$10 and \$20)
Woodcarving	Another great badge, and a good incentive to earn Totin' Chip (roughly \$4-\$7 for woodcarving materials)
Basketry	A classic "new Scout" badge—fun and something to take home when you're done! (basketry kits roughly \$15-\$20)
Metalwork	Intended for older Scouts, but open to all (\$8 fee for materials)
Art	Express yourself! Visit a museum or art exhibit before camp...
Space Exploration	Model rockets, history, & science! \$20 - \$25 for rockets and engines—research beforehand is a must!

ECOLOGY/CONSERVATION	COMMENTS
Environmental Science	Intended for older & more dedicated Scouts. Plan on this badge taking time every day for observations and reports. Scouts should bring pen and paper to the 1st session.
Soil & Water Conservation	Great badge for all ages
Fish & Wildlife Management	Another favorite suitable for all Scouts
Reptile and Amphibian Study	Reintroduced in 2009, all but requirement 8 can be done at camp.
Nature	A difficult badge to complete at camp without prior work
Forestry	Excellent badge—does require some independent work
Mammal Study	Great for all, especially new Scouts with a nature interest
Astronomy	Advance work on #6 and #9 a must; can be challenging
Archaeology	Very few camps offer this—limited enrollment as dictated by the dig site—for 2010, digs will take place at MaKaJaWan!
Pulp & Paper	New for 2010 and a great badge for any age Scout!
Fishing	Great fun—some equipment is available at camp for rent or purchase, but Scouts are encouraged to bring their own.
Geology	A popular badge with all Scouts
Bird Study	A Scouting classic—great for the Nature enthusiast
Weather	Very accessible, but #8 should be done in advance
Energy	Some requirements must be done in advance
OTHER	COMMENTS
Climbing	Popular—intended for Scouts 13+ yrs. old seeking a challenge
Horsemanship	Enrollment is limited for this popular badge (\$30)
Animal Science	Offered at the ranch. Intended for scouts with an animal care interest. Enrollment may be limited.

Note: Some of the above merit badges, as well as portions of Backpacking and Whitewater merit badges, are also available for Scouts participating in appropriate High Adventure Treks.

MERIT BADGE SCHEDULE

A *rough* schedule for most of the merit badges offered at camp can be found on the website at www.neic.org; However, the final schedule will not be set until Spring. Note some merit badges are "open" and have no scheduled times; others are offered at scheduled times.

For all merit badges, MaKaJaWan runs on a weekly program; a Scout attends one session of each merit badge each day, Monday through Friday. Where multiple sessions are offered (and most badges have these), Scouts have a choice of time to attend that badge (it should however be the same time each day if possible). Merit badges that run on "open" schedules allow Scouts to come at their convenience—they should however try to attend each day, especially Monday (for registration). Even with open badges, very few can be started and completed after Wednesday.