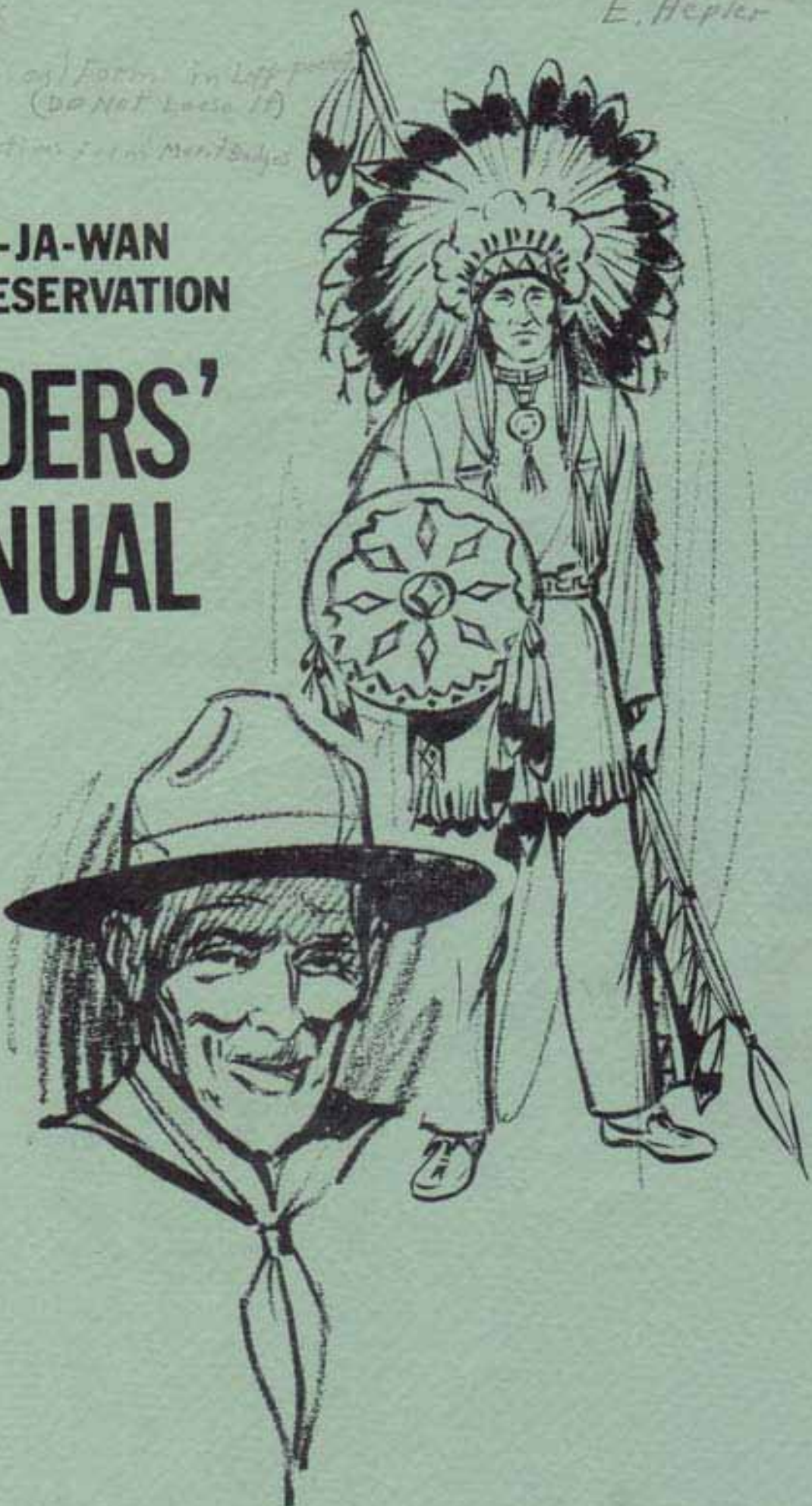


E. Hepler

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**MA-KA-JA-WAN
SCOUT RESERVATION**

LEADERS' MANUAL





BOY SCOUTS OF AMERICA

724 VERNON AVENUE • GLENCOE, ILLINOIS 60024 • VE 3-4124

Mention the word "Camp" and it conjures up many wonderful visions -- fun in the water, shooting mo-skeet, the glow of fun and song around a campfire, the excitement of exploring new wilderness. Camp is all of this, but to the leaders it can and must be more, much more.

Today nearly 50% of the population of the United States is 25 years old and younger. This fact must give us all a sense of urgency. Our task of character development, physical fitness and citizenship training become much more vital. Camp gives us the greatest opportunity to accomplish - in depth - our purposes.

Can the boys whose lives we will touch be "short changed" by our haphazard approach to this opportunity? Yes, they can. The purpose for this manual is to give us the tools to make your Scouts stay in Camp fun-filled and meaningful. Let's take a look at how we can be more effective.

The Council Camping Committee
James L. Chandler
Director of Camping

Honorary Officers — President, James H. Douglas, Jr. - Vice Presidents, Col. Henry Crown, John F. Curneo, Harold F. Werhane

Council Officers — President, Richard F. Kennedy - Vice Presidents, Ernest Garner, Jr., Judge Fred H. Geiger, RAdm. Draper L. Kauffman,
John S. Pennell, Clayton L. Raufbord, Harry D. Thorsen, Jr., Donald E. Tynan
Commissioner, Lee F. Kent - Treasurer, Richard Schwartz - Assistant Treasurer, Maurice M. Glett - Scout Executive, Alwyn A. Hughes



MA-KA-JA-WAN SCOUT RESERVATION

KEY RESIDENT STAFF

1972

- | | |
|-----------------------|---------------------|
| Administrator | - James L. Chandler |
| Ranger | - Robert G. King |
| Assistant Ranger | - Peter C. Cooper |
| Food Service Director | - John T. Hays |
| Family Camp Director | - Norma Schirmacher |
| West Camp Director | - Al Schirmacher |
| East Camp Director | - Rick Ross |

A BIT OF HISTORY OF THE MA-KA-JA-WAN SCOUT RESERVATION

At the turn of the century the 1560 acres comprising the Ma-Ka-Ja-Wan Scout Reservation was covered by a growth of virgin pine. Many of these giants of the forest measured three to four feet at the base and towered 125 feet toward the sky. By 1910 this virgin forest fell to the lumbermen's axe. The tangle of slash, tops and limbs created a fire hazard and for the next twenty years spasmodic forest fires broke out in this area and burned over the land.

The pine was replaced with a second growth, largely of hardwoods -- maple, oak, and of course, the poplar. Killian Lake, a lake of clear waters with sandy beaches, teemed with walleye pike, northern pike, black bass and pan fish. It was a popular fishing spot for local residents. Skidmore farmed a few acres at the northwest end of the lake, and two cottages made up a fishing camp or a summer resort at the southwest end of the lake.

In 1928 Walter MacPeck, then the first Scout Executive of the North Shore Area Council, learned of this location. Early in July 1928, a committee composed of Frank S. Wichman, of Highland Park; Charles A. Steele, of Glencoe; George Walkey and Jay Lightbody made a week-end trip to the area to look it over as a possible summer camp for the Council. They were thrilled with the beautiful lake, the sandy bottom which made for good swimming, and the potential for the second growth forest crop. The original purchase, concluded in the fall of 1928, comprised about 240 acres and included the northeast end of the lake and the northwest end comprising the Skidmore farm. We can be thankful for the foresightedness of this early committee in realizing that complete control of the lake was essential to the future development of the camp. Thus within a few years, additional purchase of land including the resort at the southeast end of the lake gave us complete control of Killian Lake, with a total ownership of around 450 acres.

Realizing that additional acreage was needed as a buffer against outside encroachment, since 1950 six additional purchases of land were made, bringing the total land ownership to an excess of 1040 acres. The Camp Expansion Campaign conducted in 1957, an outcome of the development of a long-range plan, produced funds which made possible the construction of Camp West and the renovation of the existing facilities. Late in 1970, the acquisition of 520 adjacent acres west of County Highway T brought the total Reservation area to 1560 acres, thus insuring adequate camping facilities.

Under consideration at the present time are the development of this new property for camping and additional improvements which are felt are needed in the next three to five years. The wisdom of providing Family Camp facilities is self-evident in the increase in the number of troops going to camp with their own leadership.

Ma-Ka-Ja-Wan is your camp -- it's your troop's camp -- it is a camp dedicated to giving every Boy Scout in the Northeast Illinois Council a highlight summer camping experience.

37.50
 37.50
 20.00
 95.00 - 10 \$85.00

BEFORE YOUR TROOP GOES TO CAMP:

CAMP FEES

CHARTER UNITS If your Troop is going to Camp as a charter unit, your leadership goes free. This includes Scoutmaster and Assistant Scoutmasters. A little later we will talk more about the families of leaders. The fee for Scouts coming to Ma-Ka-Ja-Wan under their own leadership is:

1. Traditional - \$37.50 per week
2. Wilderness - 35.00 per week
3. Pioneer I - 20.00 per week
4. Pioneer II - 5.00 per week

If your Scouts will come to Camp on Council buses, there is an additional fee of \$20.00. (One way bus trip either way will be \$12.00.)

These fees can be paid in one lump sum or the following way:

- Campsite Reservation of \$30.00
- Deposit of \$10.00 per boy due March 1
- Balance of Scout fees due:

- Periods A, 1, and 2 - June 1
- Periods 3 and 4 - July 1

PROVISIONAL UNITS If your Scouts are coming to Camp under the leadership provided at Camp - Provisionally - or if some of your Scouts have signed up for more than one period, their camp fee is \$40.00 per week. Their fees are due on the same dates as listed above for the Charter Troop camp.

Bus transportation fees are the same as above.

If any of your Scouts are staying for more than one period and intend to remain in Camp between periods the Stayover Fee is \$7.50 and is due with the regular fee.

FAMILY CAMP If you are bringing your family to Camp and they are staying in Family Camp, there is a cabin cost of \$30.00 per week which is due when the reservation is placed. There are two meals served in Family Camp - lunch and dinner - this will be discussed in the Family Camp section. The fees for these meals are:

Adults	\$1.60 per day
Children (7-12)	1.30 " "
Children (to 6)	.75 " "

BEFORE YOUR TRUCK GOES TO CAMP

CAMP FEES

The Council Service Center will keep as accurate and as up-to-date records of rosters and fees as possible. We suggest that you periodically check with the Camping Department so there are no mix-ups.

CAMP FEES
TRUCK

MEDICAL EXAMINATIONS

Every Scout, Scout Leader and member of Leaders' families are required to have a medical examination two (2) weeks prior to coming to camp. PLEASE NOTE: The purpose is to give us any information we might need if anything should arise. It better prepares us for serving you. Misinformation or the elimination of any note of special conditions could lead to very serious trouble. Please make this clear to parents their boy's life could depend on proper information on the medical form.

You will be provided with enough medical forms for everyone. Make sure that each Scout coming to Camp brings this form with him and that it be some place where he can get it as soon as he arrives at Camp.

Every Scout going to Camp on the Council bus will be given a medical re-check before he gets on the bus. Scouts arriving at Camp by their own transportation will be given a re-check upon arrival at Camp, as will leaders and their families.

CAMP FEES
TRUCK

If any of your Scouts are staying for more than one period and intend to remain in camp between periods, the Stayer Fee is \$7.50 and is due with the regular fee.

If you are bringing your family to camp and they are staying in Family Camp, there is a cabin cost of \$20.00 per week which due when the reservation is placed. There are two meals served in Family Camp - lunch and dinner - this will be discussed in the Family Camp section. The fees for these meals are:

FAMILY
CAMP

Adults	\$1.50 per day
Children (7-13)	1.30 "
Children (6-6)	.75 "

AND NOW

Up to this point we have talked about some details and information that you need to know. Now let's talk about something you ought to do.

As we said earlier, what actually happens at Camp and how much each boy gets from his experience will greatly depend on what your unit does or doesn't do before you leave for Camp.

Every unit and each Scout should set some objective or goals to accomplish while at camp. Camp offers unique opportunities for the troop and the Scout, opportunities for the Scoutmaster, for the Junior Leaders, the patrol, opportunities for the Tenderfoot or for the Eagle.

To plan - in detail - every minute of the day would be as great an error as not planning at all. Let's talk about how we best can plan for our troop's stay at Camp. Contained in this manual are a few forms to help you do so.

At Ma-Ka-Ja-Wan Scout Reservation we have a staff of about 70 men who can and will help your unit leaders in any way possible. It would be wise for you to determine in what area your troop needs the most help and what kind of advancement work your Scouts need most.

Here are some suggestions to help you prepare for Camp:

1. Talk with each Scout and make a record of what rank they have completed and what they have done and what they need to do to complete their next rank.
2. Meet with the Patrol Leaders Council and talk about the things that the troop and patrols can do at camp that they do not ordinarily get a chance to do at home. Plan a few troop and patrol activities that you may do at camp.
3. Talk with the Scouts who will be working on merit badges. Point out to them that some of the merit badges required for Eagle are best earned at Camp. More than one Scout has not finished his Eagle because when they get enthused in the fall or winter they find they need a certain badge that is very difficult to earn at home and they had worked on something else not needed at camp. A little forethought could make the difference.
4. Give each Scout a personal goal sheet which will be provided. Have him take it home and discuss it with his parents, fill it out and return to you. This will help you plan.
5. At the Parents' Meeting discuss your camp plans and inform them of the things they must know:

Medical Exams	Transportation
Fees	Leaving time and place
Equipment	Return time
Distribute baggage tags and explain their use	

6. At a committee meeting with the leaders go over Camp plans and arrangements so if something comes up, a number of people are prepared to take over.

Ma-Ka-Ja-Wan has established a Senior Patrol Leader training program to help your unit while at Camp. This training program is designed to provide you with a Senior Patrol Leader who is trained in camp facilities, Patrol method and Troop program.

We are asking those troops who are signed up for charter unit camping to send their Camp Senior Patrol Leader to camp from June 25-July 1. During this 6-day period, the training staff will train these young men in leadership and program planning for your troop's stay at camp. There is no cost for this training program other than a \$12.00 one-way bus fare to camp by Council Charter Bus. The return trip by bus is free of charge.

You will be given equipment lists to be distributed to each of the Scouts in Camp. Go over the list with them and if possible with the parents. Make sure you go over the lists yourself. Make a list of things your unit might need or will be using and see that they are with you.

At Ma-Ka-Ja-Wan you will have the opportunity to do some high adventure activities in many areas. In addition to the 1560 acres of wilderness woods and waters, we have specialists available in Nature, Field Sports, Aquatics, Scoutcraft, Handicraft. There are numerous activities in each of these areas. These will be covered more thoroughly at Camp. However, you will find a number of excellent ideas in the Troop Activities Book.

In addition to troop activities, each patrol will have the opportunity to do some of its own adventuring through Patrol Activities and Projects. Here's a real chance for your Patrol Leaders to get their leadership experience. When you arrive at Camp, you will get a list of suggested Patrol Adventures like raft building, monkey bridge building, survival hikes and many others. How about that new patrol, how is it going to work out? Here's a real chance to find out. Some Patrol cooking is an excellent opportunity.

Is there some area that you would like to become more proficient in? Our staff will be glad to help you. Do you need help planning a campfire? We'll be glad to help.

Distribute package tags and explain their use.
Equipment
Leave
Medical Exam
Transportation
Leaving time and place
Return time

FAMILY CAMPING AT MA-KA-JA-WAN SCOUT RESERVATION

Some units have reserved the use of family facilities at Ma-Ka-Ja-Wan for the leader's family during their troop's stay. It is important that a complete understanding of this facility be made available to all leaders and families concerned. Family Camp is provided as a convenience to the unit leader and his family -- it is a definite part of the overall camp operation. Ma-Ka-Ja-Wan is set up mainly for boys who want to have a two-week outing.

The adult leader's main responsibility at camp is his troop although he will be able to schedule time with his family in the Family Camp area. The wife must realize that his main responsibility at camp is his troop.

The unit leader's wife will have responsibility in Family Camp as well. All the people "pitch in" to keep the area clean, neat and tidy; help with the dishes after noon and evening meals; keep their own cabins clean. A system of rotation of duties is incorporated in the Family Camp plan.

The camp provides a Family Camp Director whose main function is to make the families feel "at home" and as happy as possible throughout their stay in camp. She is NOT a baby sitter, but a program coordinator to provide families with program opportunities throughout their stay. She will set up work duties for meals in the Family Activities Building, such duties to include setting tables, serving food, cleaning tables, sweeping the floor.

She has a responsibility to the Reservation Administrator for the over-all Family Camp operation. All requests should be cleared through her.

NO PETS are allowed in Family Camp.

COST

Leaders Free - Rental of the Family Cabin is \$30.00 per week period.

- Food costs are \$1.00 per day for adults
\$1.30 per day for children 7-12
\$.75 per day for children 6 and under
- Noon and evening meals in the Family Activities Building.
- Breakfast in your own cabin. Food can be ordered from the dining hall to be cooked in your cabin. Foods available will be those used on the current camp menu for campers. Charge for such food ordered will be at our cost price, such amount to be paid prior to leaving Camp.

CHECK IN TIME - 2:00 PM or later SATURDAY, the first day of the camp period.

CHECK OUT TIME- 10:00 AM FRIDAY, the last day of the camp period.

FAMILY CAMP FACILITIES AT CAMP MA-KA-JA-WAN

HOUSING

Cabins 18' x 24' shown on map below (#1,2,3,4,5,7,8) are equipped with 2 double bunks, 1 roll-away bed, mattresses, toilet, dining table and chairs, cooking utensils, electric cooking units, refrigerator, and eating utensils. Cabins are designed to house four, but a fifth space is possible. Cooking can be done in the cabin if desired.

EATING

All noon and evening meals will be provided in the Family Activities Building (#10 on map).

SHOWERS AND LAUNDRY

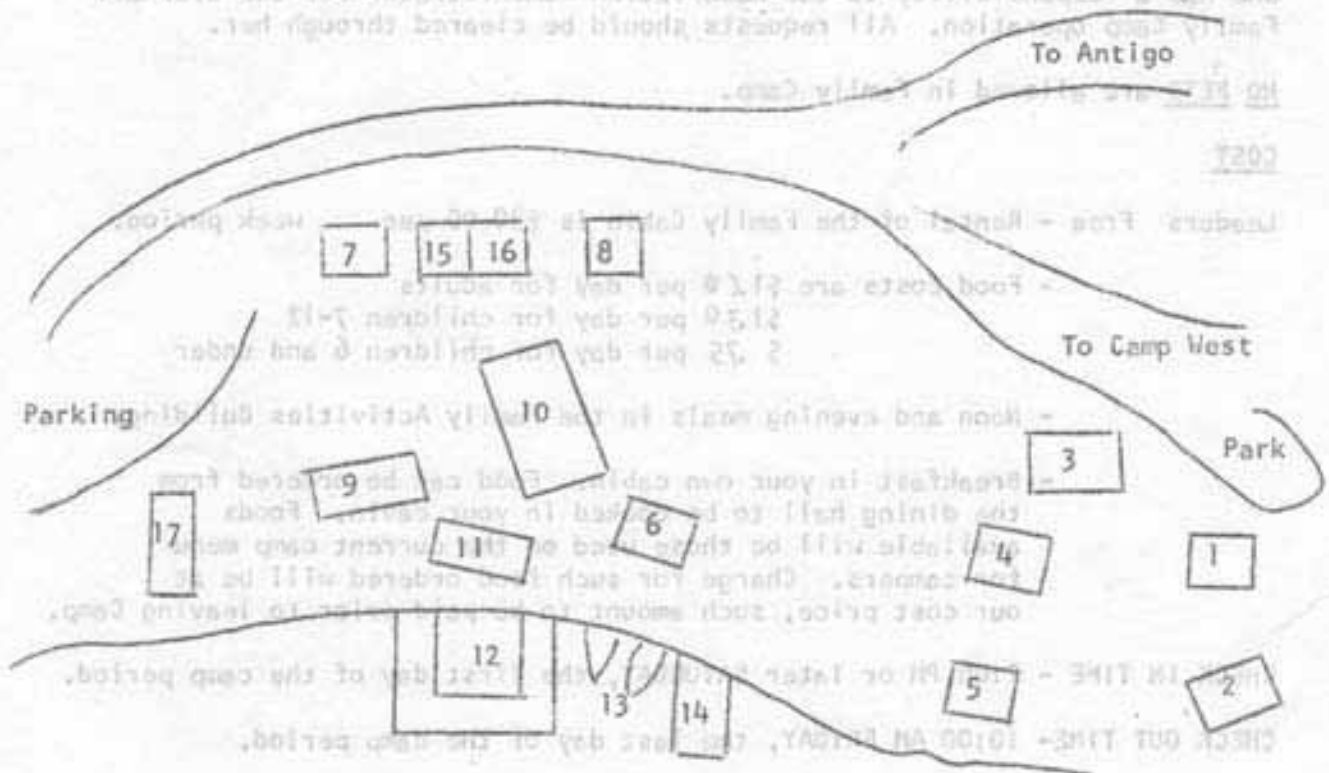
Automatic washers and dryers will be available. Men's and women's shower and toilet facilities will be provided. Schedule use with the Family Camp Director.

RECREATION

Our Family Director will coordinate the participation of families in all activities. The playground equipment includes swings, sandbox, teeter-totter (#11 on map). The swimming area (#12) will have a lifeguard at regularly scheduled swimming times, as well as swimming instructions once a day. Boating (#13) is also available. A fishing dock (#14) is in constant use by all age groups.

STAFF QUARTERS

Other buildings shown on the map are #9, #15, #16 - Staff quarters for married staff; #6 Guest House.



MEDICAL CARE

RESERVATION HEALTH OFFICER

Throughout the season a Camp Health Officer will be available to all campers, leaders, and staff at Ma-Ka-Ja-Wan. This person will be a well qualified individual, approved by the Council Health and Safety Committee. He will be located in the East Camp Health Lodge. Sick Call will be every morning immediately following breakfast. Scouts in West Camp should report to the Camp Office for Sick Call, and they will be transported to the Reservation Health Lodge for examination.

Written agreements have been made with a local clinic in Antigo, as well as the Antigo Hospital where cases can be taken if our Health Officer deems it necessary.

All campers are covered by a camp insurance policy. This insurance is included in your Scout's camp fee.

Requirements for your own unit's protection:

1. Make sure that all Scouts and leaders going to Camp have a medical examination (see enclosed forms which are available at the Council office).
2. Make sure that all Scouts have a medical re-check the day they go to Camp (those going by Council buses will be re-checked by local doctors at the loading point - those going by private car can be re-checked by our Health Officer upon arrival at Camp).
3. Make sure that any Scout with any physical problem or prior illness has this indicated on his medical record so our Health Officer and Camp Director can be prepared for emergencies.
4. Daily health inspection of each Scout's person and quarters is the responsibility of the unit leader.
5. Daily bathing is also your responsibility - there is no substitute for soap and water. Showers are available.
6. All exercise and play is to be supervised and kept below the level which would be exhausting to any boy.
7. Rest periods of at least 45 minutes are to be enforced at mid-day following the noon meal, with the troop leader and assistants present in the troopsite to see that they are enforced.
8. Bed time is to be strictly enforced, with at least one adult leader present in each troopsite after the boys retire.
9. All injuries, minor cuts, bruises, blisters are to be treated at the Health Lodge only - make certain that everyone who has any sign of illness or injury checks with the Health Officer.
10. If a boy in your unit requires a trip to Antigo for treatment you are responsible for his transportation.
11. Fireworks and firearms are not permitted in Camp.

Throughout the season a Camp Health Officer will be available to all campers, leaders, and staff at Ma-Ka-Ja-Wan. This person will be a well qualified individual, approved by the Council Health and Safety Committee. He will be located in the East Camp Health Lodge. Sick Call will be every morning immediately following breakfast. Scouts in West Camp should report to the Camp Office for Sick Call, and they will be transported to the Reservation Health Lodge for examination.

RELIGIOUS OBSERVANCES

Written agreements have been made with the Anglo Hospital where cases can be taken if our Health Officer deems it necessary.

Sabbath observances and services are held as follows:

Protestant Services - Sunday services offered in the Main Chapel at 9:00 A.M.

Jewish Services - Sunday morning in the Main Chapel at 10:00 A.M.

Catholic Mass - offered each Sunday at Main Chapel at 11:00 A.M., also on Holy Days

Other religious services can be arranged with the Camp Director.

CAMP CHAPLAINS

Ma-Ka-Ja-Wan will employ a full-time Catholic and a Protestant Chaplain. They will be available to counsel with Scouts and leaders of all faiths.

They will be available to your unit for work on the Religious Awards program. They will guide and encourage all Scouts, and help with problems of adjustment and homesickness.

Encourage your Scouts to bring their Bibles or Prayer Books to Camp as part of their personal equipment.

TELEPHONE SERVICE -- CAMP PHONE 715-484-2346

The Camp phone should be used for emergencies only. All calls placed from Camp must be placed "COLLECT" and must have the approval of the Camp Director prior to placing the call. Telephones are located in both camp offices.

U. S. MAIL

All Scouts are encouraged to write letters home. All mail going out of Camp will be deposited in the mail boxes in both Dining Halls. Mail pick up will be at 9:00 a.m. in both Dining Halls. Distribution of mail will take place at both camp offices at 1:00 each afternoon. Mail to campers should be addressed:

Name of Scout, Troop No.
Ma-Ka-Ja-Wan Scout Reservation
(Camp East or West)
Pearson, Wisconsin 54462

ORDER OF THE ARROW

The Order of the Arrow Lodge is in operation at Ma-Ka-Ja-Wan each period. You will note on your program planning schedule that the first Friday evening of each period is the Callout Ceremony. This is one of the most impressive ceremonies you and your Scouts will witness at Camp, put on to recognize those Scouts who have been elected in your troop to membership in the Order of the Arrow. The Scouts who are selected will participate Friday evening in the Ordeal throughout the evening and the following day, Saturday. They will complete the Ordeal at approximately 10:30 p.m. Saturday and will then be official Order of the Arrow members. The troop elections are held between April 15 and May 15 in the home troop of all units in the Northeast Illinois Council. No elections are held at Camp. We, therefore, urge you to make sure your troop election has been held prior to coming to Camp. All Scouts and leaders have the opportunity of witnessing the Callout ceremony on Friday evening, but the induction ceremony on Saturday is for Order of the Arrow members only.

BED CHECKS

The Camp administration requires that bed checks be made every evening at "Taps" by the Scoutmaster, and this report turned into the Officer of the Day at the Camp Office no later than 10:00 p.m. We refer you to the Council Health and Safety regulations which read: "In order to assure the health, safety, and welfare of all campers at the Council long-term camps, and to comply with the National Policy the Council Camping Committee establishes the following requirement: An adult leader must be in attendance in a charter troopsite when a majority of the Scouts are there, except for brief absences to conduct camp business, in which event a capable Junior Leader must be left in charge. Variations from this policy must be approved by the Camp Director or Administrator."

EQUIPMENT PROVIDED BY CAMP

All Scouts arriving at camp will find the following equipment available to them:

- (A) Troop site area. Here you will find the necessary tents, mattresses, etc. There will be a staff tent for the unit leaders. In each troop site area we have a large central flagpole, flag, a latrine and washstand. Most of the sites have a large activity shelter with two or three workbench-type tables for outdoor activities. The newer troop sites are designed in patrol fashion, each patrol having its own dining-fly and patrol table.
- (B) Feeding facilities. All troops will have the opportunity of taking meals in the camp dining hall. This is centrally located. Each troop will be assigned certain tables at which to eat throughout their stay in camp. Troops and patrols are encouraged to cook out at least 3 meals per week. Some troops elect the patrol cooking option and will be cooking most of their own meals by patrols.

EQUIPMENT PROVIDED BY SCOUTNECESSARY

4 wool blankets or sleeping bag
 1 complete Scout uniform
 2 extra shirts (one heavy)
 2 T-shirts
 1 extra pair shorts
 2 trousers or jeans
 1 heavy sweater or jacket
 1 raincoat or poncho
 6 changes underwear
 2 pajamas
 8 pair socks
 6 handkerchiefs
 2 bath towels, washcloth, soap
 2 pair shoes (1 leather)
 Toothpaste, brush or powder
 Swimming trunks
 Scout handbook, Advancement card
 Knapsack
 Utensil Kit
 Knife
 Fork
 Spoon

BRING TO CAMP

Completed Medical Examination Form
Completed Advancement Goal Sheet

DESIRABLE

Flashlight
 Sewing kit
 Safety pins
 Compass
 Fishing tackle
 Mosquito bar
 Pencil, paper
 Envelopes
 Bible or Prayer Book
 Book to read, quiet game
 Musical instruments
 Camera, film
 Insect repellent (NOT spray bomb)
 Scout knife
 20 ft. piece $\frac{1}{2}$ " rope
 Pocket mirror and comb
 Pillow

DO NOT BRING:

The following are not permitted in camp:

1. Firecrackers
2. Firearms
3. Archery tackle

The following are undesirable: Cards, tobacco, cigarettes, food, candy, comic books, sheath knives.

THE UNIT PROGRAM SCHEDULE

Let's dramatize here and now how any unit might go about arranging its summer camp program. Here we go! Let's imagine we're talking this over with the boy leaders of any one of your units.

First, how about these fixed items. Do we want to participate or do we suggest some changes. Let's assume we'll go along and leave them in our program.

Next, what does our unit need? What do our members need? What skill practice, what advancement experiences? We will probably form a list like this:

- Seven Tenderfoot Scouts need Scoutcraft and ropework
- Twelve 2nd Class Scouts need hike methods, find your way, and cook a meal
- Eight 1st Class Scouts need lay of land, live in camp, and cook your meals
- Seven boys would like Swimming and Lifesaving merit badges.
- Eight boys would like nature lore.
- Everybody wants to get rifle shooting experience.
- Sixteen boys are interested in archery.
- Two patrols want to go on patrol hikes
- Three boys want to fish every morning
- Fifteen boys want some handicraft help
- The whole unit wants to go to an outpost camp for two days
- One patrol wants to do a conservation project.

So these items and many others are put in the unit schedule. Remember, many other things will happen during the week that may not be in the schedule, but they are part of your program. The camp staff and facilities are at your disposal whenever and wherever they are wanted or needed according to your unit program.

What is your job as leader in all this? The answer is that you are the adult to coordinate the program experiences for the boys, the patrols, and the unit. You help keep things organized and moving. You inspire them to be successful, to have fun. You insist on maintaining good camping, health and sanitation standards in the unit site, including inspection of waiters before they report to dining hall. You personally head up unit activities but you do not go everywhere the boys go as patrols or individuals. You also give personal coaching and help in skills, according to your boys. You will have personal satisfaction and fun in doing it.

THE UNIT PROGRAM SCHEDULE

Here are Some Do's and Don'ts on Unit Programming:

DO

1. Allow patrols to plan and carry out some things they thought of and want to do.
2. Have enough scheduled to keep everyone busy -- BUT
3. Allow for and suggest some time when a fella can "go and do with a pal or two."
4. Keep the out in Scouting -- go on an overnight out of camp.
5. Be sure there's personal achievement, advancement possibilities, and fun in the program.
6. Keep in personal touch with what's happening in the unit -- get verbal patrol reports each day.
7. Set a tone that will give your troop camp real class. Insist on good manners, good fellowship, clean sportsmanship, clean fun, and a clean camp.
8. Make the patrol idea work by expecting it and helping it to work.

DON'T

1. Allow too many activities to be scheduled. Camping should be relaxing to be recreational.
2. Be alarmed if things happen that are not in the schedule -- some circumstances warrant changes in plans.
3. Engage in activities that can be done better in town, like painting, bookbinding, baseball.
4. Overlook the four big items in program -- woodcraft, campcraft, aquatics, and physical fitness.
5. Judge the success of the camp entirely by the number of badges won (but there should be some).
6. Give boys a title and a camp leadership job and then do all the leading yourself.
7. Permit a camp violation, an error in operation, to persist or continue. "Stop the show"--correct it immediately. A Scout camp is a training camp. Be kind but firm when necessary.

we will have to provide
Coaching
These will pass on badges

COMMISSIONER SERVICE

The camp commissioner and his aides have the responsibility of assisting you and your troop in program planning and insuring that the camp supports your troop program to the fullest extent. In addition, they will provide instruction in Scouting skills, as well as counseling in camping, pioneering, and cooking merit badges. Instruction in second and first class Scouting skills is offered and the area is also available for any type of troop or patrol program with troop leadership. Merit badge counseling in woodcarving, Indian lore, basketry, and leatherwork will also be available. Cost of material and kits will be paid by Scouts. Emphasis is on camp and outdoor type crafts. The commissioner and his aides are of service in the above ways in your troopsite, or wherever effective program can be implemented. There are no longer specific Scoutcraft or Handicraft areas.

NATURE AREA

The Nature department is available for all the nature and conservation merit badges; instruction in these merit badges will take place as well as troop or patrol nature and conservation projects -- bird hikes, swamp hikes, planting of trees, camp conservation projects -- all can be planned through the use of the Nature department. We encourage each troop to plan a camp conservation project while they are in camp and see that this is carried out. This can be tree planting, tree transplanting, soil and water erosion, beautification, clearing, and many other activities.

FIELD SPORTS AREA

The Field Sports area is available for merit badge work and for troop and patrol activities. In this area you may plan on doing .22 rifle target shooting, .22 mo-skeet shooting, and archery. You may plan your program to include contests as well as instructional shooting. Cost of shells and skeets will be paid by Scouts.

HIKING

Many beautiful wilderness hikes can be taken in and around Ma-Ka-Ja-Wan. The Wolf River is available, as well as a hike to Crystal Lake, K fire tower, Muskrat Lake, and other areas on our property. Some troops enjoy a swamp hike, some enjoy a birdhike, or a nature hike. Others enjoy just walking through the woods. We remind you that we do not hike just to "hike", but the hike is a way to achieve a part of your overall camp program.

WATERFRONT

The Waterfront area is the center of all aquatic activities; swimming instruction, troop swims, rowing and canoeing, and the related merit badges. Water carnivals and war canoe races are included in this program.

FIRST DAY AT CAMP

Stepping off on the right foot on arrival in Camp is most important to the success of your unit's program. Scouts arriving by Council buses will reach Camp around 3 P.M. Scout arriving by private transportation should plan to check in after 2 P.M. Leaders should make every attempt possible to be in Camp and settled before their Scouts arrive.

1. Buses arrive - about 3 P.M.
2. Form by troops - pick up gear from bus.
3. Leader check in at Camp office, receive information, get swim check time.
4. Troop report to campsite - get settled in site.
5. Medical recheck for boys and leaders who come by own transportation.
6. Swim check. Make sure every boy has medical form with him when he goes for swim check.
7. Waiters (one for every table) report to Dining Hall at 5:30 P.M.
8. Troop report to retreat field in full uniform - 5:45 P.M.
9. Dinner - 6 P.M.
After dinner, free time - finish getting settled.
10. Camp Orientation Tour
11. Taps - 9:45 P.M. Bed check - leader turn in completed roster in duplicate.
12. Sunday - Reveille - 7:30 A.M.
13. Waiters report to Dining Hall in full uniform. Flag ceremony in unit site.
14. Breakfast - 8:00 A.M.
15. Church services - see list of times in manual.
16. Review advancement goals with Scouts.
17. Waiters at 12:15 P.M.
18. Lunch - 12:30 P.M.
19. Siesta - 1:15-2:00 P.M.
20. Waterfront and Field Sports safety demonstrations for troops.
21. Leaders' program meeting.

LAST DAY AT CAMP

As on arrival day, the last day at Camp is most important to your success. Any and all advancement should be finished in the morning and given to the camp leader to record on the advancement chart. In the afternoon, the regular program of activity will be made available to all troops as well as last minute helps in any area. In the evening a closing campfire will highlight this final day of your stay in Camp. Listed below are check items which are necessary to be completed prior to your leaving Camp.

1. The Troop Advancement sheet (enclosed) must be filled out in duplicate so the Camp has a record of your advancement and you have a copy also. This should be turned in by 6 P.M. to the Camp Director.
2. Check to make sure all boys working on merit badges have turned in the completed card or have the partially completed card in their possession.
3. Make certain that all Scouts working on 2nd and 1st Class requirements have their scorecards signed properly and in their possession.
4. Have those Scouts going home by Council bus pack all their gear, with the exception of uniform, sleeping bag, pajamas, and have it ready to bring down to the designated loading area immediately after supper. All luggage will be picked up at that time and loaded on the buses. The Scouts will only have to bring with them the following morning their sleeping bag (with p.j.'s, raincoat and jacket rolled inside) and they will be wearing their uniforms.
5. Begin policing your area and make sure that the entire troopsite is clean, neat, and tidy. If there are any broken or damaged tents, beds, mattresses or other equipment, please report this to the Camp Director.

The following morning (day of departure) Reveille will be at approximately 6 A.M. You will hear a blare of music, etc., over the loudspeaker. It is advisable that your troop get up shortly and complete their packing, bringing all their gear to the edge of the troopsite area so a final inspection can be made. Make sure everything is clean. Report to the Dining Hall at 7:30 A.M. for breakfast. Immediately following breakfast we will begin loading buses for the return trip.

ADVANCEMENT IN CAMP

Advancement is not "EASIER" at Camp. Advancement is more readily available in camp, for the out of doors is a natural place for Scouts to attain knowledge and skills which are not always available in a regular troop meeting place. Here a boy can learn to chop wood, cook, trap animals, swim, build fires, all under proper supervision. The out of doors is an ideal outlet for boy's natural curiosity. Take full advantage of it.

As a leader in Camp you can help the boy advance in many different ways. Plan the trails for him to follow. Develop enthusiasm for the woods and wildlife about him. He will acquire a knowledge through seeing and skills through doing. Keep advancement simple, make it fun. Remember your Scout is a boy in a strange, new, and wonderful world, not a man who has read and done things.

Units that plan a balanced program will find that an advancing Scout is a happier Scout and they will enjoy their camp experience more. To a boy, advancement is a challenge; to an adult, advancement is a challenge of teaching a boy excellence in a particular skill.

Let's remember how a boy advances through the 4 steps:

- Step 1 - PREPARATION - The boy prepares through leading, through instruction, through practice.
- Step 2 - QUALIFICATION - After a boy reaches a certain level of achievement in a skill, he is examined in this skill and approved by his patrol leader or other leader as designated by the camp leader.
- Step 3 - REVIEW - Review is done by the troop committee and through a conference with his Scoutmaster.
- Step 4 - RECOGNITION - The boy is recognized at a troop court of honor in front of his parents and peers.

Advancement in camp is not any different than at home. The requirements must be passed exactly as written, no more, no less. Camp offers a fine opportunity for advancement to the troop with a well planned program, particularly in woodcraft, wildlife, and water sports. Camp Ma-Ka-Ja-Wan offers many outdoor merit badges for those boys who are at least 2nd Class and who are working on the same requirements and pamphlets as are used at home. The counselors are trained and experienced in working with boys.

THE FINAL AIM OF SCOUT ADVANCEMENT

Remember Scoutcraft skills compose only 1/3 of the total advancement of a Scout toward the next rank. Probably at camp you are in a better position to help a boy grow through advancement than at any other time during the year.

Throughout the camp period you will be able to help a boy develop a true Scout spirit by encouraging him to become more self-reliant and encouraging him to think of others and to help others. This is a full 1/3 of a boy's advancement to the next higher rank.

If Scoutcraft, and Scout spirit compose 2/3 of the boy's advancement, then the third part of a boy's advancement is easily achieved in camp. The final third of a boy's advancement is called SCOUT TEAMWORK.

TROOPSITE OPERATION

1. Tents should be straight and neat. Roll sides and flaps during day. Replace broken timbers, ridges or upright.
2. There should be two red firebuckets filled with water at each tent and in central area. The fire barrel should be kept clean and filled.
3. Fire tools kept in place at all times except in emergency.
4. Post daily troop program, waiter schedule, emergency alarm system, and fireguard plan in central area.
5. Latrines must be cleaned daily. Seat lids closed after each use. Urinal cakes, toilet paper and disinfectant procured at the Quarter-master's building.
6. Clothes lines should be strung behind tents for wet bathing suits, towels, etc.
7. Bunks should be arranged on either side of the tents
8. Campfire area -- free of trash, grass and leaves. Use stones to surround.
9. A flag will be provided for flagpole. The troop should formally raise and lower it each morning and evening.
10. Keep your troopsite clean. "Leave it cleaner than you found it."
11. Report missing items promptly to the Camp Director.

GOOD SCOUTING!!!

THE TIME ASH OF SCOUT ADVANCEMENT

Scout advancement is not a one-time event. It is a continuous process that begins at the moment a boy joins the troop and continues throughout his life. The purpose of advancement is to provide a challenge and a goal for the scout, to help him develop his leadership and teamwork skills, and to provide a sense of accomplishment and pride in his achievements.

Throughout the camp period you will be able to help him develop a true sense of accomplishment by encouraging him to become more self-reliant and encouraging him to think of others and to help others.

Advancement is a continuous process. It is not a one-time event. It is a continuous process that begins at the moment a boy joins the troop and continues throughout his life. The purpose of advancement is to provide a challenge and a goal for the scout, to help him develop his leadership and teamwork skills, and to provide a sense of accomplishment and pride in his achievements.

CAMP ADVANCEMENT GOAL SHEET

SCOUT _____ TROOP NO. _____

BRING TO CAMP WITH YOU

DO NOT MAIL TO SCOUT OFFICE

SECOND CLASS REQUIREMENTS

- Hike Precautions
- Hike No. 1
- Hike No. 2
- Hike No. 3

- Knife & Axe
- Cooking
- First Aid

- Map Reading
- Compass
- Follow Maps & Compass
- Lost

SCOUTCRAFT

- Poisonous Plants
- Wildlife
- Trailing *
- Tracking *
- Stalking *

*Only two needed to complete requirement 8

FIRST CLASS REQUIREMENTS

- Camp Preparation
- First Camp
- Second Camp
- Cooking

- Map Sketch
- Lashings
- Stars
- Trees & Shrubs

SCOUTCRAFT

- Edible Plants
- Swimming
- Signalling
- First Aid

_____ PLEASE CHECK REQUIREMENTS THE SCOUT WILL ATTEMPT TO ACHIEVE _____

MERIT BADGE COUNSELING

COMMISSIONER SERVICE

- 1. Camping ##
- 2. Pioneering
- 3. Cooking ##
- 4. Wood Carving
- 5. Indian Lore *
- 6. Basketry
- 7. Leatherwork

WATERFRONT AREA

- 1. Swimming #
- 2. Rowing
- 3. Canoeing
- 4. Lifesaving ##
- 5. Motorboating
- 6. Small Boat Sailing

NATURE AREA

- 1. Nature #
- 2. Astronomy *
- 3. Weather *
- 4. Forestry
- 5. Bird Study *
- 6. Wildlife Management
- 7. Geology *
- 8. Reptile Study *
- 9. Conservation of Natural Resources ##

FIELD SPORTS AREA

- 1. Fishing
- 2. Archery
- 3. Rifle & Shotgun Shooting

* Require time or advance preparation -- proof must be in writing.
Required for Eagle Rank.

CIRCLE MERIT BADGE NUMBER SCOUT WILL ATTEMPT TO ACHIEVE AT CAMP