

Trailblazer Schedule 2018

Time/Day	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:50-8:50	Flag/Breakfast	Flag/Breakfast	Flag/Breakfast	Flag/Breakfast	Flag/Breakfast	Flag/Breakfast	Flag/Breakfast
9:00-10:00	Area Closed	Nature Hike	Nature Hike	Lashings	Lashings	Service Projects (Every Hour on the Hour)	Open Program
10:00-11:00		Open Program	Open Program	Open Program	Open Program		
11:00-12:00							
12:00-1:50	Lunch/Siesta	Lunch/Siesta	Lunch/Siesta	Lunch/Siesta	Lunch/Siesta	Lunch/Siesta	Lunch/Siesta
2:00-3:00	New Troop Check In	Basic Knots	First Aid	Firem'n Chit	Aquatics	Service Projects	Area Closed
3:00-4:00		Basic Knots	First Aid	Firem'n Chit	Aquatics	Campwide Game	
4:00-5:00		Basic Knots	First Aid	Firem'n Chit	Aquatics		
5:00-6:50	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner
7:00-9:00	Opening Campfire	Extra Program	Extra Program	Extra Program	Extra Program	Closing Campfire	Area Closed

Trailblazers should to come during the A or B Blocks AND either Hour 1, Hour, or Hour 3 Blocks.

About Trailblazer:

The goal of the Trailblazer program at Ma-Ka-Ja-Wan Scout Reservation is to teach Scouts the skills in the advancement from Scout through First Class. The program is designed for Scouts to attend either A or B Blocks and Open Program in the Morning (9:00-12:00) and one hourly session in the Afternoon (2:00-2:50, 3:00-3:50, or 4:00-4:30), with Scouts free to participate in the merit badge program, High Adventure Program, or Open Program during other blocks. The Trailblazer Program allows for more flexibility in a Scouts schedule during their time at camp, allowing them to earn their rank advancement as well as enjoy the many unique opportunities available to them. The Trailblazer Staff teach the Scouts the skills, but do not sign off any requirements. Instead, they provide (through the Camp Office) printed attendance records, and it is the Troop's responsibility to evaluate the Scout's knowledge and sign off any requirements for advancement. The requirements selected were those that we thought could be taught most thoroughly and those that we thought were best-suited for a Camp setting. Requirements that we thought were attainable but easily done at a Troop Meeting we de-prioritized.

Rank Advancement Requirements

Aquatics

2nd Class: 5a, 5b, 5c, 5d
1st Class: 6a, 6b, 6c, 6d, 6e

First Aid

Tenderfoot: 4a, 4b, 4c
2nd Class: 6a, 6b, 6c, 6d, 6e
1st Class: 7a, 7b, 7c

Service

Tenderfoot: 7b
2nd Class: 8e
1st Class: 9d

Basic Knots

Scout: 4a, 4b
Tenderfoot: 3a, 3b, 3c, 8
2nd Class: 2f, 2g
1st Class: 3b

Lashings

1st Class: 3a, 3c, 3d

Totin' Chip

Scout: 5
Tenderfoot: 3d

Firem'n Chit

2nd Class: 2a, 2b, 2c

Nature Hike

Tenderfoot: 1c, 5a, 5b, 5c
2nd Class: 1b, 3a, 3b, 3c, 3d, 4
1st Class: 5a, 5b, 5c, 5d