

Wayfinder 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	Opening Ceremony Outdoorsman #1	Outdoorsman #2	Conservationist	Aquatics	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		Open Program	Open Program	Open Program	Open Program		
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	Open Program	Open Program	Open Program	Open Program	Closing Ceremony	Area Closed
3:00-4:00		Wayfinder Merit Badge	Wayfinder Merit Badge	Wayfinder Merit Badge	Wayfinder Merit Badge	Campwide Game	
4:00-5:00		Patrol Challenge I	Patrol Challenge II	Patrol Challenge III	Patrol Challenge IV		
5:00-6:50	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner	Flag/Dinner
7:00-9:00	Opening Campfire	Team Meeting	Team Meeting	Team Meeting	Team Meeting	Closing Campfire	Area Closed

About Wayfinder:

The goal of the Wayfinder program at Ma-Ka-Ja-Wan Scout Reservation is to teach Scouts the skills in the advancement from Scout through First Class in a new patrol-based approach. The program is designed for Scouts to attend both A and B Blocks (9:00-11:00) and Hour 2 and Hour 3 (3:00-5:00), with Scouts free to participate in the merit badge program, High Adventure Program, or Open Program during other blocks. The Wayfinder program allows scouts the opportunity to satisfy rank requirements within a patrol settings, as well as work on a merit badge that they choose from. The Wayfinder Staff act as patrol guides which 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.

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

Conservationist

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

Firem'n Chit

2nd Class: 2a, 2b, 2c
Totin' Chip
Scout: 5
Tenderfoot: 3d

Outdoorsman

Service Projects

Tenderfoot: 7b

Lashings

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

Knots

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

Wayfinder Merit Badge

Mammal Study

First Aid

Wilderness Survival

Wood Carving

Staff Selection

(Staff will be offering a unique merit badge each week of camp)