

Ma-Ka-Ja-Wan Scout Reservation

# *Program Guide*

# *For Campers*



NORTHEAST  
ILLINOIS  
COUNCIL



NATIONALLY  
ACCREDITED  
BOY SCOUTS OF AMERICA CAMP



Scouts and their parents expect all Boy Scouts of America activities to be conducted safely. To ensure the safety of participants, the Boy Scouts of America expects leaders to use the four points of **SAFE** when delivering the Scouting program.

## SUPERVISION

**Youth are supervised by qualified and trustworthy adults who set the example for safety.**

- Accepting responsibility for the well-being and safety of youth under their care.
- Ensuring that adults are adequately trained, experienced, and skilled to lead the activity, including the ability to prevent and respond to likely problems and potential emergencies.
- Knowing and delivering the program of the Boy Scouts of America with integrity.
- Using qualified instructors, guides, or safety personnel as needed to provide additional guidance.
- Maintaining engagement with participants during activities to ensure compliance with established rules and procedures.

## ASSESSMENT

**Activities are assessed for risks during planning. Leaders have reviewed applicable program guidance or standards and have verified the activity is not prohibited. Risk avoidance or mitigation is incorporated into the activity.**

- Predetermining what guidance and standards are typically applied to the activity, including those specific to the Boy Scouts of America program.
- Planning for safe travel to and from the activity site.
- Validating the activity is age-appropriate for the Boy Scouts of America program level.
- Determining whether the unit has sufficient training, resources, and experience to meet the identified standards and, if not, modifying the activity accordingly.
- Developing contingency plans for changes in weather and environment and arranging for communication with participants, parents, and emergency services.

## FITNESS AND SKILL

**Participants' Annual Health and Medical Records are reviewed, and leaders have confirmed that prerequisite fitness and skill levels exist for participants to take part safely.**

- Confirming the activity is right for the age, maturity, and physical abilities of participants.
- Considering as risk factors temporary or chronic health conditions of participants.
- Validating minimum skill requirements identified during planning and ensuring participants stay within the limits of their abilities.
- Providing training to participants with limited skills and assessing their skills before they attempt more advanced skills.

## EQUIPMENT AND ENVIRONMENT

**Safe and appropriately sized equipment, courses, camps, campsites, trails, or playing fields are used properly. Leaders periodically check gear use and the environment for changing conditions that could affect safety.**

- Confirming participants' clothing is appropriate for expected temperatures, sun exposure, weather events, and terrain.
- Providing equipment that is appropriately sized for participants, is in good repair, and is used properly.
- Ensuring personal and group safety equipment is available, properly fitted, and used consistently and in accordance with training.
- Reviewing the activity area for suitability during planning and immediately before use, and monitoring the area during the activity through supervision.
- Adjusting the activity for changing conditions or ending it if safety cannot be maintained.

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# Introduction

This program guide has been prepared for Scouts and their parents who are preparing to attend Ma-ka-ja-wan Scout Reservation (MSR). To have the best experience, have the most fun and make the best use of your time at camp it's important to have a solid plan before you get on the bus or car and make the drive to camp. As someone important once said, **"be prepared!"**

It's the responsibility of every scout that attends camp to decide how they want to spend time at Ma-ka-ja-wan. We hope everyone plans for a combination of these things:

1. Have fun! Summer is the time for vacation, relaxing from the schedule of school and to have good fellowship with friends.
2. "Scouting is a game with a purpose." Baden Powell's dictum advises that Scouting is about more than just having fun. Summer camp is a wonderful opportunity to learn about the natural world and practice new outdoor skills in the beautiful environment of the Northwoods of Wisconsin.
3. "Doing things and learning stuff" is what Scouts do... which is recognized by the advancements of the scout program. MSR is a perfect place to move farther along the Scouting Trail.

## Planning and navigating your week at Camp Ma-ka-ja-wan.

There's so much to do and so many ways to spend your time at camp. It's good to have a solid plan before you arrive and so you'll know what to prepare for and what to expect. The suggestions we present here are a good framework around which to plan but aren't ironclad. You can adjust them to your own preferences and needs. However, they are premised in the idea that the camp experience should be based on these principles:

- 1) Learn about and experience the adventures, traditions and programs of Camp Ma-Ka-Ja-Wan.
- 2) Learn about and acquire the outdoors skills to be comfortable, safe and have fun in the great North Woods while making progress towards your achievement and advancement goals as a Scout.
- 3) Have fun!

We've learned over the years that to fully experience camp will take a few years. There's just too much fun to fit it all into one or two visits. And, there's a sequence of learning skills that build upon one another and are based on physical and mental development. So, the recommendations we make for "First Year" scouts are different for a second, third, fourth or even a fifth year. We urge scouts and their parents to get the advice of their Scoutmaster when planning your visit.

## What to do at Camp Ma-Ka-Ja-Wan

When you first arrive in camp it may seem like a lot to take in all at once. Here are some ideas to include in your plans to become familiar with everything that MSR has to offer. Keep in mind though, that once you learn about all Ma-Ka-Ja-Wan offers you'll want to start planning for the new and more challenging adventures that expand every year you come back.

## Day One - Cook's Tour

*Cook's Tour: (noun) a guided but cursory tour of the major features of a place or area.*

Let's start out with some fun activities that will help you learn about camp, get to know your way around the facilities and the property and have fun while you are doing it. First of all, when you arrive at camp for the first time you'll have the chance to take the "cook's tour" after dinner. You'll be guided on a hike from your campsite to all the program areas and other facilities that you'll need to know to navigate by yourself (with a buddy) for the time you are at camp. Adult Leaders and your Senior Patrol Leader will get to meet the key staff members and learn all the behind-the-scenes information needed to have fun and be safe at camp.

What are we talking about? Here are some of the spots you'll visit on your Tour:

- |                        |  |
|------------------------|--|
| <b>Dining Hall</b>     | Here's where you will take all your meals. You'll participate in songs, hear from staff about what's going on each day and have fun with some wacky skits and general silliness.   |
| <b>Parade Field</b>    | Each day begins with a flag ceremony before breakfast and each day ends by retiring the flag before dinner. All camp dresses in uniform at Flag.   |
| <b>Trading Post</b>    | Snacks, T-shirts, Scout memorabilia and other supplies are available at the "TP." It's also a place to hang out. Shoot hoops, play GAGA ball, table soccer or just relax.  |
| <b>Camp Office</b>     | Both East Camp and West Camp have an administrative office should you need to attend to some business. We'll make sure you know how to find them.  |
| <b>Shower House</b>    | When you are ready to shower or want to find a bathroom that flushes, the shower house is the place you need to be.  |
| <b>Handicraft</b>      | This program area is where you will learn crafts and is a popular place to hang out, relax and have fun.   |
| <b>Scoutcraft</b>      | Knots, lashings, tenting and all other scoutcraft related skills are learned here. You can learn to build a fire (or 12 types of fires). Your confidence in the woods will grow as you gain scoutcraft skills.   |
| <b>Aquatics</b>        | Your first visit to the Waterfront will be to complete your swim test and receive your "buddy tag" used every time you are participating in activities there. Aquatics is also the place for swimming, paddleboarding, canoeing, rowing, sailing. It's "fun in the sun"! |
| <b>Eco-Con</b>         | The Ecology-Conservation area will get you closer to nature. You'll learn about plants, animals, bugs and snakes.  |
| <b>Shooting Sports</b> | Here you'll learn to shoot a bow and arrow or target a 22 rifle. And, you'll learn how to do it carefully, safely and responsibly. Older Scouts, big enough and strong enough, will learn to shoot trap and skeet with a shotgun.  |

## While you are at Camp - Fun, Teambuilding, Experience & Learning

While Camp Ma-ka-ja-wan has many opportunities for you to take a traditional merit badge class, there are also many activities in our program areas and beyond that do not require a week-long commitment. There are even activities that are 'open,' or, 'drop in' programs that gives you and your buddy the freedom to participate whenever you'd like.

It's a good idea for your group or your troop to decide on a couple of these activities and to get them planned in your personal schedule. This can be done after you arrive at camp but doing so before you arrive allows you to **be prepared**. Some of our more involved activities, such as rafting or horseback trail rides, do require a unit leader to sign up and pay at our Welcome Center. The earlier your unit books these, the easier it is for all the Scouts in your unit to plan them into your schedule. Get your patrol leaders council and your Scoutmaster to decide on 2-3 activities!

<u>Troop Activity</u>	<u>Description</u> (Activities marked* require registering at the Welcome Center)
Troop Shoot	Your unit can go to the range for archery, rifle or shotgun shooting during open time.
Rafting Trip*	Take on the Wolf River on this day trip away from MSR.
Climbing/ZipLine*	Reserve the Climbing Wall and Zip-line for a 'troop climb'. Or, see how high your troop can go with our 'crate stacking' team-building activity.
The Killian Trail	This 3.1 mile trail will give you a lakeside look at both East Camp and West Camp. Notable sites are the 'North End' of Lake Killian, remnants of the Derecho of 2019, our resident bald eagle's nest by West Eco-Con, the Remembrance Area, 'Indian Rock,' and the Country Store. A small detour near the 'South End' will take you to Muskrat Lake which is home to a floating bog and scenic boardwalk.
Hiking Trails	Many trails connect our beautiful camp. Remember your hiking essentials including proper footwear, water, and most importantly, a buddy or two!
Troop Swim	Cool off and have fun at the waterfront by planning time for this fun event.
Troop Boating	Open boating with your troop is a great way to get out on (and get to know) Lake Killian. Try out the canoes, kayaks and our handmade wooden row boats!
Bicycle Ride	Your troop can visit the Cycling Base for an exciting ride in the backwoods of MSR on our 'fat tire' or mountain bikes..
Troop Trail Ride	Reserve a trail ride to explore the Wabaningo side of the Ma-Ka-Ja-Wan property on our trusty trail horses. Early risers can also visit our ranch for breakfast and a trail ride.
Pinnacle Challenge	Each afternoon, ad hoc patrols will compete in adventure games that apply the skills and learning gained in advancement activities. These games will take scouts all around camp and engage them in fun competitions to meet new friends, see areas they may not have visited before and do some new and exciting games. Examples: Floating Campfire, Southern Cooking, Nature Scavenger Hunt, Orienteering Race.

These are just some of the many things you and your troop can do. More activities will be announced closer to camp and at camp. You can also talk with your fellow Scouts and create your own adventure!

# Planning your stay at the Ma-Ka-Ja-Wan Scout Reservation

There are so many activities that MSR offers which are simply better when experienced in the Northwoods instead of at home. Camp is the perfect place to learn those classic Scout skills, practice camping and hiking, to learn about nature and to share it all with your friends in your troop. You're sure to make new friends along the way, and strengthen the friendships you arrived with.

## New Campers (1st Year)

It's your first year at Ma-ka-ja-wan- we're so glad you are here! Whether you are a young Scout working on your trail to First Class, or an older Scout who is a camping veteran, we recommend that you take time outside of our scheduled activities to explore camp with your buddy or troop. Familiarize yourself with your surroundings and take time to be... well, a Scout!

## Recommendations

Ma-Ka-Ja-Wan's Trailblazer program is for campers working towards Tenderfoot, Second Class, and First Class ranks or who are new to the Scouting program. During your first year in Scouting, you will generally work on skills and knowledge related to the Scout, Tenderfoot and Second Class ranks. Our Trailblazer program will take you through these skills. Plan to spend time at our other activity areas or take time to explore with your buddy. If you need a bit more practice in your swimming, ask our Aquatics staff about our Learn-to-Swimm program. Get to know the other program areas, too, by perhaps exploring a skill or merit badge at Handicraft, Scoutcraft or Eco-con. Archery is a great introduction to the shooting sports area for first-time campers. Don't forget! You should also participate in your troop's fun activities that you are all planning at your campsite or around camp!

The finalized daily program of Trailblazer activities is announced closer to the summer, but skills include: essential knots, outdoor essentials, fire making, knife safety, ax safety, bowsaw safety, conservation projects, planning for a hike, basic hiking, basic first aid, citizenship, swimming, and more!

Remember! **Skills are taught in the Trailblazer classes, but the staff do not sign them off.** We would not want to put your Scoutmaster out of a job! You as a Scout will need to demonstrate what you've learned and have one of your adult troop leaders so they can sign off your requirements. Your unit leaders will be provided with a checklist throughout the week that shows if you attended the class and how proficient you were in that skill. We recommend that you check-in with your unit leaders each day so they can record your rank advancement in your records.

## Things to Consider in Your First Year Schedule Planning

1. We recommend you choose one or two merit badges in program areas that interest you and sound like fun. Try to make sure you include the Swimming merit badge or perhaps Rowing, if you don't have those yet. Keep in mind that merit badges are scheduled for different time slots depending on how involved they are. When the schedule is announced on our website, check to see when your preferred classes are scheduled for during each day.
2. Don't forget to block the time slot whenever your troop is scheduling their fun activities (Troop Swim, Troop Climb, Troop Horseback Ride, etc.). If this troop activity conflicts with your activity/merit badge schedule, communicate with our staff as soon as you know so they can help you finish your class. You'll have time on Friday morning for a make-up session so you can complete all the requirements.
3. Take a deep breath and get excited about the fun you'll have this summer!

# Opportunities for Older Scouts

## High Adventure Treks

### [Apostle Island Kayaking](#)

Apostle Island Kayaking is rapidly turning into one of our most popular treks. Rich in sea caves, lighthouses, and spectacular shores, the [Apostle Islands National Lakeshore](#) (near Bayfield, Wisconsin) is a sea kayaker's dream. You'll be led by an experienced guide into a pristine collection of islands and shorelines, featuring stunning geological formations—caverns, arches, and pillars—all uniquely accessible to kayakers alone. Carry your gear in your kayaks while you explore the deep blue waters of Lake Superior, then bed down under the night sky on the sandy beaches of Gitche Gumee—Ojibwe for Lake Superior.

### [Boundary Waters Canoeing](#)

The boundary waters flow between the United States and Canada and are teeming with wildlife and untouched forests! They have long been the destination for those seeking a premier canoeing experience. Participants on this trek travel the routes of the fur trade Voyageurs. After a shakedown of equipment and a test of your skills, your group will travel to the [Boundary Waters Canoe Area Wilderness](#) for an exhilarating trek near the historic Gunflint Trail along the US-Canadian border. Moose, black bear, otter, pine martin, and fisher are just a few of the animals that inhabit this area. Contact our High Adventure Coordinator early to begin preparation, planning, and training.

### [Flambeau River Canoeing](#)

Travel through the pristine wetland areas on a 3, 4, or 5-day trip into the [Turtle-Flambeau Scenic Waters Area](#). Most treks begin on the Bear River just north of the Flowage. While paddling downstream, look for the wide variety of wildlife native to the area including nesting eagles, osprey, beavers, and sand hill cranes. You'll camp in the primitive sites throughout the Flambeau Flowage. Created in 1926 by the damming of the Flambeau River, the Flowage is filled with islands and coves. The Flambeau is most famous for its walleye fishing, but Northern pike, muskellunge, bass, sturgeon, catfish, bluegill, and other game fish also abound. If you want an additional challenge, the last day of your trip can be filled with an exciting paddle down the North Fork of the Flambeau River, which features almost a dozen sets of Class I & II rapids. NOTE: This can be a strenuous trip with at least 5 to 6 hours of paddling per day.

### [Wisconsin Headwaters Canoeing](#)

Explore the historic Wisconsin River from the headwaters, traveling downstream 50 miles to the Rainbow Flowage. Some of the first Voyageurs traversed south into the unexplored "Ouisconsin Territory" by this route during the 17<sup>th</sup> century. Paddle through true backcountry where wolf, black bear, and deer, as well as herons, hawks, and eagles still roam and soar freely, undisturbed by humans. You may even spot a moose! Fishing is excellent, from native trout at the headwaters to a full range of pan and game fish downstream. If a 50-mile trek seems a bit too challenging, we can modify the length of your trek to suit your group's needs. Ask our High Adventure Coordinator how!



## [Ice Age Trail Backpacking](#)

Take advantage of an outstanding and Nationally renowned hiking trail right in Ma-Ka-Ja-Wan's backyard! In Langlade and Lincoln Counties, long segments of the [Ice Age Trail](#) wind through a region full of lakes and bogs formed by the melting of the last glacier. Amid the Northern forest of spruce, fir, maple, and birch, the trail follows the glacier's terminal moraine as it winds through the woods just a few miles from camp. This trek is an excellent introduction to backpacking and backcountry camping and is a great way to prepare for an upcoming Philmont trek. Leave No Trace skills are an integral part of this trek, and this is a great opportunity for a day trek, if your unit wishes to take part in the normal camp activities. Speak with our High Adventure Coordinator about what you'd like to do and we can discuss your options!

## [Isle Royale Backpacking](#)

[Isle Royale National Park](#) connects visitors to the wilderness through adventure, discovery, and exploration. Only accessible by [one of four ferries](#), Isle Royale is the nation's least-visited national park, but this means it is one of the most authentic outdoor backpacking experiences, and it is more than worth the trip. Your journey begins by crossing a substantial portion of Lake Superior's northwest section. Once there, you will find a living laboratory, a rugged Northwoods wilderness, and a roadless back country of wild creatures, second growth forests, refreshing lakes, and scenic shores. This island gem offers privacy to groups across thousands of acres of backcountry camping, as the National Park Service has strict limits on the size of visiting groups and the number of persons on the island at any one time.

## [Porcupine Mountains Backpacking](#)

Enjoy a once-in-a-lifetime backpacking trip to one of the few remaining expansive wilderness areas in the Midwest, the famous [Porcupine Mountains Wilderness State Park](#). Towering pines, firs, and birches along the shores of Lake Superior provide the setting for trails that lead to secluded lakes, wild rivers, hills, and waterfalls. The "Porkies" offer a mixture of terrain, including barren top of the escarpment, wetlands created by beaver dams, lowland hemlock groves, and the expansive shores of Lake Superior. Perennial favorites include hiking along the top of the Escarpment, eating dinner on the shore of Lake Superior, [climbing the Copper Peak observation tower](#) for views of the entire preserve, and camping at the picturesque Lake of the Clouds. The Porcupine mountains offer a wide array of trail options and can provide challenges for first-time backpackers and experienced crews alike. Treks range in length from 20 to 50 miles depending on your crew's preference.

# Summer Employment!

## [Ma-Ka-Ja-Wan Staff](#)

Do you live and breath Scouting? Do you want to make a difference while having fun? You can apply to join our Staff for the summer (or a few weeks) if you are at least 14 years old at the beginning of our training week in June. Many staff members enjoy the adventure and experience so much, that they come back for 4,6, or even 10 seasons! This is a truly rewarding experience for Scouts who love Ma-Ka-Ja-Wan, the outdoors, or the Scouting program. It is different from coming up as a participant and is a lot of hard work, but it is almost universally regarded as a truly formative experience that our alumni consistently point to as one of the most important impactful times of their lives. Ask a staff member if they'd recommend it, and speak with our camp offices if you are interested in joining our team!

# Building your Skills

## Trailblazer Program

The knowledge and skills that you learn in the first four ranks of Scouting are all about learning the basics of being outdoors in Scouting. Completing the rank advancement of Scout, Tenderfoot, Second Class and First Class teaches what is needed to be safe, warm & comfortable, fed and watered, and to have fun at the same time. Scouts learn about hiking, tent camping, basic first aid, weather safety, proper clothing, how to make a fire and cook outdoors, swimming, outdoor survival and about the natural world they will be camping in - trees, plants and animals. They will also learn the principles of teamwork, the elements of good citizenship and how best to demonstrate scout Scout spirit, the Scout Oath and the Scout Law.

All these elements are the focus of our Trailblazer program at Camp Ma-Ka-Ja-Wan. In it, you prepare for the greater adventures that are in store for you. Scouts will learn and practice skills in their Trailblazer group and then be tested and signed off by one of your troop leaders. When you reach First Class, you should have all the base skills required to **be prepared** to take on the demands of a High Adventure trek, whether at a National High Adventure Base, or at our very own Ma-ka-ja-wan High Adventure Base.

## Program Activities & Merit Badges

After 95 years, we've seen a lot of Scouts at Camp Ma-ka-ja-wan, and we have provided program for tens of thousands over the years. With that experience under our BSA web belts, we recommend that you participate in certain merit badges after earning some others first, as they build off each other in difficulty or with the skills you learn. You want to take Algebra I before Algebra II, right? None of this is a requirement- you're free to learn on your own and set your own schedule. But, for example, swimming is an important skill at the Aquatics area. Before you take Small Boat Sailing, do you have the Swimming merit badge? Some badges are best completed when Scouts have matured, physically and mentally. For instance, the shotguns used in the Shotgun Shooting merit badge class are far heavier than the rifles used in the Rifle merit badge class. If you are a younger or smaller Scout, it might be more difficult to safely hold the shotgun steady, so we recommend saving that badge for when you are a bit older. As always, our staff will work with all Scouts to accommodate any learning or physical needs. Environmental Science requires longer periods of focused attention and writing skills that makes it an activity better more enjoyable for older Scouts, or those passionate in the topic. With these suggestions in mind, we recommend you [review the most recent requirements for the badges](#) you are interested in working on and plan your days to balance advancement, adventure and fun, based on your skill level and interest.

## Free Time Practice

If we haven't mentioned it enough, we'll do it here plainly: **plan some free time!** You are out of school during the summer, why would you want to fill your week with only classes? Schedule a recess! You have the woods around you- look up from your device and talk to the Scout sitting next to you. You might make a new friend. Take the skills you learn during your badges and hone them in your free time- go boating *for fun!* Visit the other side of the lake *for fun!* Write a letter home and use an actual postage stamp *for fun!*



*A simple change makes the impossible, possible.*

# Program Areas

## Trailblazer

Is it your first time at camp? Don't sweat it! Our Trailblazer program is specifically designed for first year Scouts. Its goal is to help you learn the skills needed for many of the Tenderfoot, Second Class, and First Class requirements. Led by experienced staff members, Trailblazer is a comprehensive program where new Scouts learn the basic skills needed for camping, first aid, knots, lashings, swimming, map and compass, and nature skills.

Trailblazer Scouts generally spend one half of each day with the Trailblazer staff where they are engaged in learning, skills practice and games to reinforce the basic skills they need to be safe and confident in the outdoors so they can have more fun.

## Totin' Chip Class

The Totin' Chip is an award and a privilege in Scouts BSA that shows a Scout understands and agrees to certain principles of using different tools with blades. It can be physically represented by a patch or a small pocket card. With this, a Scout has the right to carry and use tools such as a knife, saw, or ax. A Scout must demonstrate to their Scout leader, or someone designated by their leader, that they understand the use and care for these tools, in order to act safely and responsibly.

A Totin' Chip is required for the Woodcarving merit badge and to purchase knives in the trading posts.

## Firem'n Chit Class

The Firem'n Chit is an award and a privilege in Scouts BSA that shows a Scout understands and agrees to certain principles of being able to responsibly start, tend, and use a fire. In order to earn the Firem'n Chit, a Scout must prove to either their Scout leader or their designee that the Scout understands their responsibility to read and understand fire use and safety rules from the Scouts BSA Handbook. This includes safe practices and minimizing campfire impacts consistent with the principles of Leave No Trace.

## Aquatics

All Scouts must take the BSA Swim Test to participate in aquatics activities at camp. This can be completed before camp or at camp. [Click here for the swim test requirements and record sheet.](#)

The staff at aquatics are committed to your safety so everyone can have fun in and on the lake. The staff are keen to help new swimmers strengthen their skills so everyone has a great time at camp! More advanced swimmers can challenge themselves with the Lifesaving merit badge or work on Safe Swim Defense or Paddle Craft Safety certifications. All of our instruction and activities are geared to be fun and make all Scouts feel comfortable — and confident — in the water. In addition to the merit badges offered at Aquatics, Scouts can swim for fun, enjoy belly flops or cannon balls off the raft, or take out a boat (with a buddy, of course!). One of the highlights of a week at camp are the war canoe races. Each week, units compete against each other to become the camp's champion of these ten-man boat races. At the end of the week, the East Camp and West Camp champions compete for the prestigious Killian Cup. Will your unit help claim it?

## Ecology & Conservation

At the Ecology & Conservation Lodge, often referred to as Eco-Con, Scouts can participate in over ten nature-related merit badges. Scouts can also enjoy fishing instruction, hike along the nature trail, explore Muskrat Lake, or even spend a night under the stars and learn about constellations!

Our staff will help you experience and understand nature in a whole new way, and how to properly conserve it so future Scouts can enjoy it. There's always something crawling, swimming, or slithering at Eco-Con!

## Handicraft

Handicraft offers Scouts a chance to express their artistic side with numerous arts and crafts merit badges and activities. Stop by and throw some clay on a potter's wheel, paint a picture, or let your imagination guide you with the various tools and staff advice at your disposal.

Commemorate your time at camp with a handmade item, or perhaps you can make your parent or guardian a thank-you gift for sending you to camp!

## Scoutcraft

The Scoutcraft Program helps Scouts develop knowledge and skills in the outdoors. Younger Scouts can practice for their Totin' Chip and Firem'n Chit. Scoutcraft helps Scouts **be prepared** to eventually go on treks and longer camping trips through a variety of merit badges and skills including Backpacking, Camping, First Aid, Hiking, Pioneering, Wilderness Survival and other useful skills.

Experienced Scouts can use materials in the area to build your own camp gadgets or even a shelter worthy of the Wilderness Survival merit badge!

## Shooting Sports

At Shooting Sports, you have the unique opportunity to try target shooting with archery, rifles, and shotguns. In addition to the planned merit badge sessions, the ranges are open for schedule-free shooting, every day. There is certainly fun to be had as you hone your skills in the area or try target practice for the first time.

Safety is the top priority of our Shooting Sports staff and should be your top priority as well. Everyone must listen to the guidance and instruction from the Range Safety Officer (RSO) and Area Director. All Scouts and adults must have the necessary Firearms Safety Training (FST) to shoot on the range at Ma-Ka-Ja-Wan. This training is provided at MSR during the merit badge sessions and at other pre-arranged times. Ask the Shooting Sports staff during the Cook's Tour for the most up-to-date times.

There are many additional safety requirements for the shooting sports ranges at Ma-Ka-Ja-Wan, including firearm policies and appropriate eye and ear protection. These are detailed in the [MSR Leader's Guide](#) as well as in the [BSA National Shooting Sports Manual](#).

# High Adventure Areas

Our High Adventure Areas are available to all Scouts attending Camp Ma-Ka-Ja-Wan!

## C.O.P.E.

C.O.P.E.—Challenging Outdoor Personal Experiences—is a Scouting program that includes group initiative games, trust events, and challenges that reach from the ground to the sky. This program and activities will let you climb, swing, balance, jump, rappel, problem-solve, and become stronger both as individuals and as a team. Are you ready? Then climb on!

### Climbing Wall

Clocking in at 42 feet, our climbing tower is sure to challenge any Scout. The tower features three climbing faces of varying difficulty and a fourth face exclusively dedicated to rappelling. Can you climb the hardest side?

The climbing merit badge and the climbing wall are suggested for older Scouts (13 and up), but activities for all age groups are available. Our qualified staff can help beginner Scouts learn to climb or assist experienced climbers with training. Ask your unit leader about signing your troop up for an 'troop climb' during your stay at camp. Stay tuned in the Dining Hall for details and messages about any new open climbing times.

### Zip Line

The zip line at Camp Ma-Ka-Ja-Wan is over 450 feet long and stretches 60' over a deep ravine! If that makes your stomach flip, don't sweat it! The takeoff and landing platforms are no more than 15 feet off the ground (if you can climb stairs or a ladder, you can for-sure do the zip line! What's even cooler is that our zip line has two routes, side-by-side! This means that you and your buddy, or even your Scoutmaster, can race!

The zip-line is a thrilling activity which you won't want to miss during your stay at MSR. Ask your unit leader about signing your troop up for a "Unit Climb & Zip" and get the day and time into your weekly schedule plan before you during your stay at camp. Participants wear a full body-harness which secures the person traveling down the line.

### Crate Stacking

Exactly how it sounds! This is a fun team building exercise where you assemble a tall, narrow stack of crates together while one of your friends is at the top! Our climbing instructors' use of safety lines, harnesses, and helmets makes the activity very safe. The world record for the highest crate stack climbed solo was set in 2009, when a single column of 49 crates reached a height of 12.74 meters. The Ma-Ka-Ja-Wan record currently stands at 17 crates. Can you beat that?



## Cycling Base

The MSR Cycling Base operates a fleet of twenty-one 7-speed 'fat tire' bikes built to tackle Ma-Ka-Ja-Wan's trails and twelve mountain bikes which are ready for more aggressive riding. All bikes are equipped with front and rear disc brakes and are available in three frame sizes to suit different body types.

Cycling Merit Badge is available, but during free periods Scouts and leaders of any experience level can also ride trails that range from gravel roads to technical singletracks. Troops or individuals may sign up for longer trail rides during the afternoon hour periods for an additional fee. Shorter trail rides are offered during most free program hours. Anyone interested in riding or learning about bike maintenance should stop by and speak with our knowledgeable staff.

Please note that not all merit badge requirements can be completed at camp. Due to the number and length of the required rides, Scouts will be able to complete some but not necessarily all the rides. Incomplete requirements can be fulfilled with a merit badge counselor at home.

## Triangle-M Horseback Riding Ranch

Our Triangle M Ranch offers one of the few Scouting horse programs in the country is often noted as a favorite location among staff and campers alike. Nestled in the pines of Camp Wabaningo, which is just across the road from the main camp entrance.

The skilled ranch staff care for a herd of over 10 horses, many of which are Ma-Ka-Ja-Wan veterans. The Triangle-M Ranch program is a great way to learn to ride or practice, and horses are available for the merit badge as well as trail rides. If you have never ridden a horse at Ma-Ka-Ja-Wan, we highly recommend it—it's a great way to see the most untouched and rustic areas of camp.

Our 'breakfast trailRides' will give you a view of the trails as the sun rises over the pines. This is a great event for troops to do as a group before the regular day begins without interrupting your carefully planned schedule of activities. There are several additional camp policies in place when visiting the Triangle M Ranch, including proper dress and footwear. These policies are detailed in the *MSR Leader's Guide*.

## Wolf River Rafting

Rafting trips are scheduled on a daily basis leaving MSR for approximately half-day excursions. Scouts are transported by bus or car to the banks of the Wolf River, just north of the Menominee Reservation. This popular trip features awesome white water and breathtaking scenery. Sullivan Falls, Ducknest Falls, Wolf River Dalles, and Smokey Falls await your challenge.

Unit Leaders are urged to plan a trip for their troop in advance. Helmets and PFDs are required and provided as well as all rafts, paddles and equipment.

The water level of the Wolf River varies daily. This fluctuation will determine the type of trip you experience. The higher the water level, the faster your trip. The lower the level, the more relaxed your trip will be. Current water levels are reported by the U.S. Geological Survey and can be viewed here: [Wolf River at Langlade, WI](#).



## High Adventure Base

The Ma-Ka-Ja-Wan High Adventure Base has been offering Northwoods adventures since 1976.

## High Adventure Treks

Take in stunning vistas while on one of four backpacking destinations. Paddle cool waters via kayak or canoe. No matter how you like to adventure, we have a trek for you! We typically announce new treks each summer. If you don't see a trek that you like, contact our Reservation Director to discuss a possible custom itinerary.

Use our [Trek Map](#) to see where our treks can take you, and use the links below to jump to more information about each trek.

## Coureur de Bois *(Pronounced Core-deh-bwah)*

Are you looking for an introduction to the High Adventure program that still includes aspects of the traditional resident camp experience? Coureur de Bois is our in-camp High Adventure program that gives the Scouts the choice of which High Adventure activities they do for the week! This program is designed for experienced Scouts who have visited camp for two or more years and are looking to blaze a new trail and find an exciting adventure!

## Day Trips

Day trips can be arranged for units staying in camp if you reach out to our High Adventure Coordinator ahead of time, or you can plan your own, including whitewater rafting on the Wolf River and mountain biking at nearby state trails. We are also fortunate enough to be within a short drive of both the [Ice Age Trail](#) and the [Chequamegon-Nicolet National Forest](#) which could make for some easy adventures and a change of scenery if you've already explored all of our 1,560 acres.

Plus, don't forget, there's plenty of high adventure fun to be had at our climbing wall, cycling base, and the Triangle-M Ranch. [Click here for more information on day treks and in-camp high adventure.](#)



# Plan Your Week!

One thing I really want to do at Ma-ka-ja-wan is: \_\_\_\_\_

A skill I would like to learn is: \_\_\_\_\_

I am most excited about: \_\_\_\_\_

My preferred buddy is: \_\_\_\_\_

A craft I want to make is: \_\_\_\_\_

I think I am going to drink \_\_\_\_\_ slushies at the trading post!

I do not want to forget to pack:

1. \_\_\_\_\_

9. \_\_\_\_\_

2. \_\_\_\_\_

10. \_\_\_\_\_

3. \_\_\_\_\_

11. \_\_\_\_\_

4. \_\_\_\_\_

12. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_





# Suggested Packing List

## Necessary Items

### Clothing:

- Scout uniform as required by your unit
- Troop t-shirts or other Scout appropriate short sleeve shirts
- Long pants
- Shorts
- Swim trunks
- Underwear for a week
- Socks for a week
- Sleeping clothes
- Rain gear (rain jacket/pants/poncho, etc.)
- Hiking boots
- Closed toed shoes
- Sweater/jacket for cool mornings
- Hat with a brim for sun protection

### Equipment:

- Sleeping Bag & pillow
- Backpack
- Water bottle
- Flashlight w/ extra batteries
- Rain jacket
- Scout handbook for recording rank advancement
- Spending money for trading posts
- Toiletries
- Dental Hygiene
- Soap/Shampoo for showers
- Towels
- Hair care
- Sunscreen
- Sunglasses
- Mosquito repellent
- Personal First Aid kit

## Optional Items

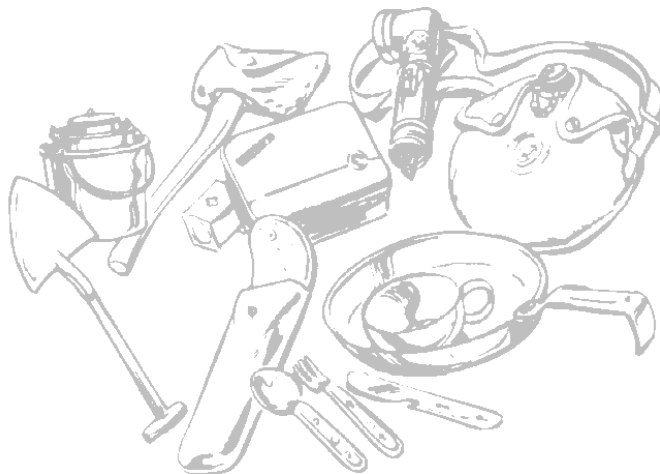
- Camera
- Compass
- Fishing Equipment
- Pocket knife

### **Check out your closest B.S.A. Scout Shop to purchase items you need – tax-free!**

You can contact the Northeast Illinois Scout Shop to see what items are in stock or can be ordered (ask about shipping them to you). For store hours and more information you [can check our website](#).

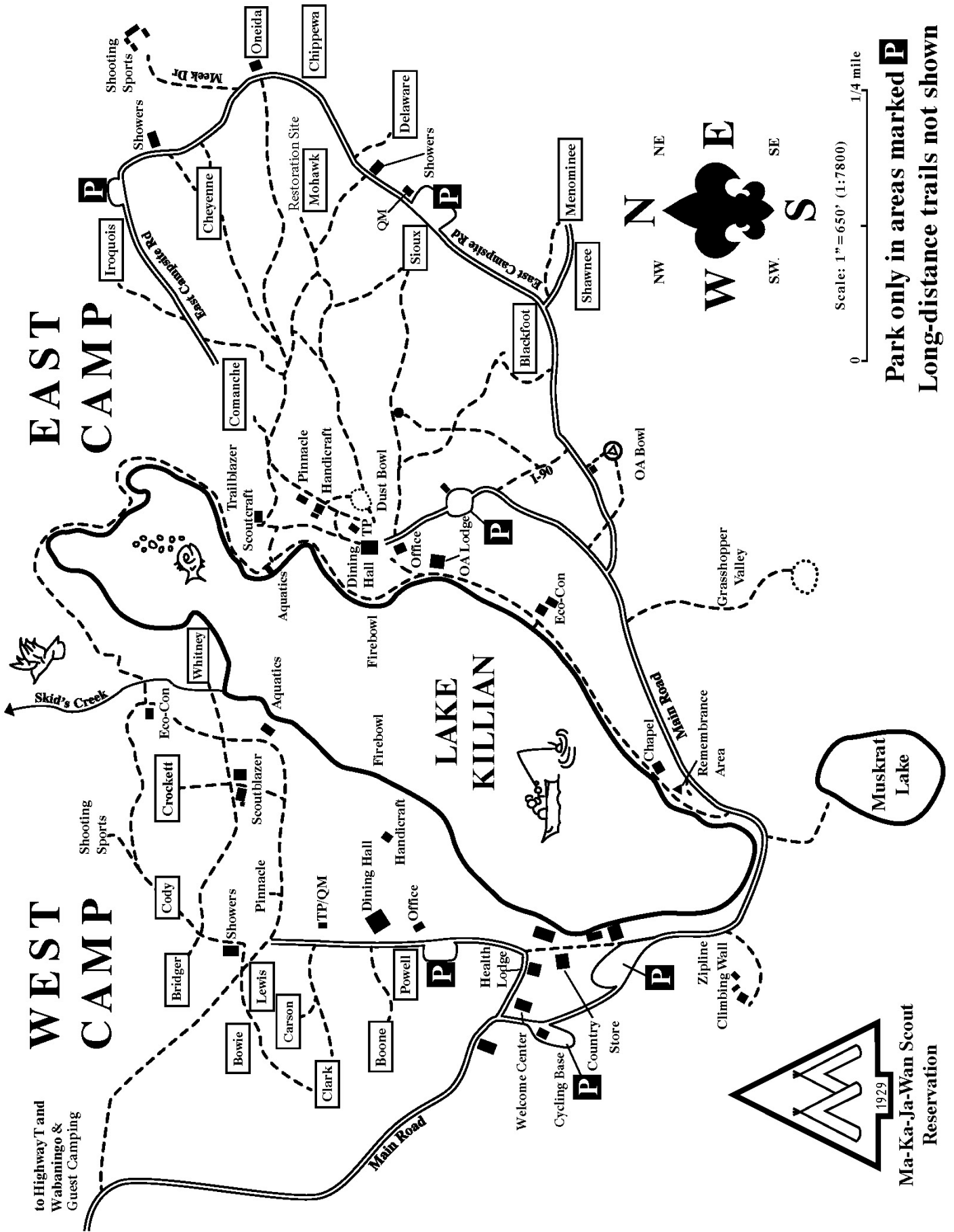
## Unit items

- Your troop may wish to bring special camping gear that makes you and your unit's experience more meaningful. Make sure your troop has its own stocked first aid kit! If you travel by bus, keep in mind that baggage space is limited.

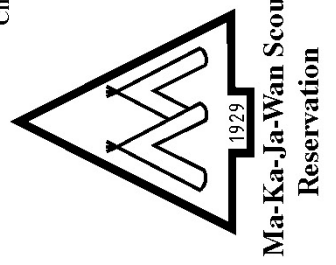




# Camp Map



**Park only in areas marked P**  
**Long-distance trails not shown**



**Ma-Ka-Ja-Wan Scout  
 Reservation**