

Camp Maluhia



2022 Program Guide

July 10-16 (Sun-Sat)

Aloha Council, BSA
200 Liholiho Street
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Important Information

1) This program guide is a work in progress. As the document is updated, it will be uploaded to the Boy Scout Summer Camp section of the Aloha Council website.

2) **Merit Badge costs are being worked on** and will be available soon. The fees for shooting sports are set. There will be some merit badges, Handicraft ones in particular, that will require purchase of a kit from the Trading Post. This information will be listed in the Table of prerequisites and capacities once completed.

3) Reservation system for Merit Badges will open online soon! Once we have set that up we will email the link to the contact person listed on your Troops Reservation form.

We understand that a week with your Scouts is a valuable amount of time in which executing rank-based and advancement-based instruction is important. That being said, the theory and vision of the Maluhia Staff and the Maluhia Spirit is to provide opportunities for program and fun, letting advancement be an added bonus if and when it occurs. We will do our best to support your Scouts advancement, but please help us by supporting your Scouts by sending them with leadership to Woodsman for their own development and unit support.



AQUATICS					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Lifesaving*			X	X	
Swimming*	X	X			
HANDICRAFTS					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Art	X		X		
Wood Carving		X		X	
Leatherwork		X		X	
NATURE					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Environmental Science*	X		X		
Forestry		X		X	
Oceanography	X		X		
PIONEERING					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Camping*	X		X		
Emergency Prep*			X	X	
First Aid*	X	X			
Wilderness Survival		X	X		
Pioneering			X	X	
Orienteering	X	X			
SHOOTING SPORTS					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Archery	X	X			
Rifle			X	X	
Shotgun	X	X			
OTHER PROGRAMS					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Citizenship in Nation*	X		X		
Fire Safety			X	X	
Search and Rescue	X	X			
Radio		X		X	
Electricity		X			

*Eagle Required Merit Badge



Merit Badge Prerequisites and Capacities

Merit Badge	Area	Prerequisites	Capacity	Estimated Cost
Archery	Shooting Sports	NA	8	
Art	Handicraft	Requirement 6	10	
Camping*	Lyon's Pavilion	Requirements 4b, 5e, 7, 8cd and 9	10	
Citizenship in Nation*	Hedge Row	NA	10	
Electricity	Hedge Row		10	
Emergency Prep*	Longhouse	Requirements 1, 2c, 6c and 8b	10	
Environmental Science*	Nature	NA	10	
Fire Safety	Longhouse	NA	10	
First Aid*	Longhouse	Requirement 1	10	
Forestry	Nature	Requirement 5	10	
Leatherwork	Handicraft	NA	10	
Lifesaving	Aquatics	Swimming merit badge	10	
Oceanography	Nature	Requirement 7	10	
Orienteering	Scoutcraft	14+ years old	15	
Pioneering	Scoutcraft	14+ years old	15	
Radio	Longhouse	NA	10	
Rifle	Shooting Sports	12+ years old	8	\$20.00
Search and Rescue	Longhouse	14+ years old	10	
Shotgun	Shooting Sports	13+ years old	8	\$30.00
Swimming*	Aquatics	Pass the BSA Swim test	10	
Wilderness Survival	Chapel	Bring requirement 5 with you to camp	10	
Wood Carving	Handicraft	Requirement 2a Carving knife	10	\$5.00

*Eagle Required Merit Badge



Daily Schedule

6:00AM	Mile Swim at pool (Monday thru Thursday, must attend each day)
6:30AM	Reveille
7:00AM	Flags at Troop campsite – Staff Announcements
7:15AM – 8:15AM	Breakfast at Troop campsite
8:30AM to 9:20AM	Merit Badge Session 1
9:30AM to 10:20AM	Merit Badge Session 2
10:00AM	Adult Leaders meeting at Commissioners Area
10:30AM to 11:20AM	Merit Badge Session 3
11:30AM - 1:15PM	Lunch & Rest Time at Troop campsite
1:30PM to 2:20PM	Merit Badge Session 4
2:30PM to 4:30PM	Open Sessions/Troop Activities
4:30PM	SPL meeting
5:30PM-5:45PM	Flags at Troop campsite – Staff Announcements
5:45PM-6:45PM	Dinner at Troop Campsite
7:00 PM to 9:00 PM	Troop Time and/or Optional Programs
10:00 PM	Lights Out



Week Schedule

Sunday	
1:00 PM	Check in Begins – Troop Guides accompany troops to campsite and make note of any issues that are found by the troops.
4:00 PM	Leader and SPL meeting in the Lyons Pavilion
6:00 PM	Merit Badge Changes and Open Program sign up in the Lyons Pavilion
8:00 PM	Opening Campfire
Monday	
7:00PM-9:00 PM 7:00PM-9:00PM	Troop Swims: 7:00 PM to 7:55 PM and 8:05 PM – 9:00 PM Camp wide games-4 man team gaga ball tournament
Tuesday	
7:00PM-8:30 PM 8:30 PM-10:00 PM	Troop Swims: 7:00 PM to 7:55 PM and 8:05 PM – 9:00 PM Camp wide games-Iron Man Team Competition followed by Maluhia Man Competition
Wednesday	
7:00PM-8:00 PM	Order of the Arrow Cracker barrel and Fellowship at Longhouse
8:00PM-9:30 PM	Camp wide Games – Staff Hunt
Thursday – OUTPOST	
5:00 PM-6:00 PM	Troops prep for departure for Outpost overnigher
6:30 PM	All Troops depart camp. Staff – Free night and fellowship.
Friday – Last day of camp!	
5:00 PM	Troops hosts family visitors for dinner at campsites
7:00 PM-9:00 PM	Closing Campfire – Troop Skits and Camp Award presentations
9:00 PM	Branding at Pop Hutton cook shed



Saturday – Check Out Day	
7:00 AM	Merit badges earned/partial available online
8:00 AM	Troop Guides and Camp Masters will report to campsites to help troops prepare for departure.
10:00 AM	All Troops should have departed camp.



Program Area Notes

Aquatics

- 1) Swim checks are done on Sunday during check in and will be first come first served.
- 2) For troop swims on Monday and Tuesday evening, sign-ups will occur in camp on the Sunday of arrival. SPL's sign up for this with the program director.
- 3) The Mile Swim Award, Swimming and Lifesaving Merit Badge requires a Scout to pass the BSA swim test.
- 4) The Mile Swim Award is a 4-day program which must be attended at 6:00am Monday-Thursday. Class limit: 10

Shooting sports

- Rifle Shooting Merit Badge will be limited to 8 per class. Must be 12 years old or older. No first-year campers, please. There is a \$20.00 fee per participant for this merit badge.
- Shotgun Shooting Merit Badge will be limited to 8 per class. Must be 13 years old or older. No first-year campers, please. There is a \$40.00 fee per participant for this merit badge. Please have anyone who signs up for this merit badge, look at requirements 1(a-i) and 2(a-j).

Woodsman Program

Camps across the entire country are not allowed by BSA policy to sign off on rank advancement which means teaching skills to Scouts for skill-based advancement, specifically from the rank of Scout through First Class is where our involvement stops. We are not allowed to sign off books and we are not qualified to state when or if a Scout has completed a requirement for advancement. For this reason, we are no longer offering classes based on specific requirements on the trail to First Class. We will be offering an open area with one staff member who will be present for Units to send Scouts for questions and basic instruction on requirements they need for advancement. This area will require a Scoutmaster or older Scout accompany him so that instruction can be aided by the unit and followed up with appropriate skill progression in unit time and other campouts. We will have the equipment and the certification cards for Totin Chip and Firem'n Chit, so units can teach new Scouts those valuable skills.

