

ARROWHEAD

at Camp Makualla



Arrowhead is Camp Makualla's honor camper program. Arrowhead incorporates principles and programmatic themes in ceremonies during Arrowhead level progression. Scouts and Leaders are recognized for their participation and accomplishments at Makualla.

The goals of the program are as follows:

- Recognize Scouts and Scouters who exemplify the highest Scouting ideals at Camp Makualla Summer Camp.
- Encourage Scouts and Scouters to fully participate in all that Camp Makualla offers.
- Encourage Scouts and Scouters to return to Camp Makualla Summer Camp for advancement in Arrowhead.
- Increase participation in the Order of the Arrow.
- Encourage campers to join Camp Makualla's Summer Camp staff.

Induction Ceremonies:

The Explorer Induction ceremony takes place daily during morning flags. Hunter, Warrior and Chief Ceremonies take place on Thursday night at 9:00pm. All individuals who completed Arrowhead must have their form into the Program Director before 8:45pm Thursday night to receive the Arrowhead Award.

Arrowhead Recognition Levels:

1. **Explorer** – Arrowhead, presented at induction
2. **Hunter** – Black Arrowhead Patch
3. **Warrior** – Red Arrowhead Patch
4. **Chief** – White Arrowhead Patch

Level 1: Explorer – “one who searches, travels in an unknown territory”

Name: _____

Troop: _____

Week: _____

Requirements (must complete 5 of 8):

- | | |
|--------------------------|---|
| <input type="checkbox"/> | Achieve the Swimmer rank on the swim test |
| <input type="checkbox"/> | Participate in Sunday night's Vespers Service |
| <input type="checkbox"/> | Shoot at a the target archery range |
| <input type="checkbox"/> | Meet your Troop Guide, introduce yourself and have him sign this form _____ |

- | | |
|--------------------------|---|
| <input type="checkbox"/> | Complete the Camp Tour and Orientation |
| <input type="checkbox"/> | Fire a 22 rifle on the range |
| <input type="checkbox"/> | Attend the opening campfire |
| <input type="checkbox"/> | Challenge a staff member to a game of rock, paper scissors. Win 2 out of 3 games. |

Your completed form must be turned into the Program Director by 8:15pm Thursday night to receive the Arrowhead Award.



Level 2: Hunter – “one who is knowledgeable yet seeks more truth”

Pre-requisites: Must have previously earned the Explorer level. Both the Explorer and Hunter levels can be earned in one session of camp.

Name: _____

Troop: _____

Week: _____

Requirements (must complete 18 of 24):

<input type="checkbox"/>	Participate in your Explorer induction ceremony at Camp Makualla (Occurs daily at morning flags).	<input type="checkbox"/>	Trade a patch with another scout
<input type="checkbox"/>	Go to The Arrow and participate in Target Archery: in 5 arrows, score at least 25 points	<input type="checkbox"/>	Go to The Arrow and participate in Action Archery: in 10 arrows, hit at least 1 target
<input type="checkbox"/>	Go to The Arrow and participate in 3-D Archery: Complete the course with at least a bronze score	<input type="checkbox"/>	Go to The Arrow and participate in Hawk and Knife Throwing: Using no more than 6 Hawks or knives Stick at least 3 in the target
<input type="checkbox"/>	Go to The Rifle Range and participate in Shotgun: in 6 shots, hit 3 pigeons	<input type="checkbox"/>	Go to Scoutcraft and tie a bowline in 3.5 seconds
<input type="checkbox"/>	Go to Scoutcraft and assist in the constructing of a Pioneering project (Daily in the afternoon)	<input type="checkbox"/>	Go to Nature and with the Director identify 5 native plant and animal species
<input type="checkbox"/>	Go to Handicraft and complete any craft project	<input type="checkbox"/>	Earn the Fingerprinting Merit Badge
<input type="checkbox"/>	Earn the Basketry Merit Badge	<input type="checkbox"/>	Go to Waterfront and take out a canoe, rowboat, sailboat or kayak
<input type="checkbox"/>	Go to Waterfront and Snorkel	<input type="checkbox"/>	Participate in Thursday's Are you Tougher than a Staffer relay race
<input type="checkbox"/>	Participate in the Wednesday night Commissioner Campfire	<input type="checkbox"/>	Participate in Camp Makualla's honor trail and share with your troop what scouting means to you
<input type="checkbox"/>	Find a scout you don't know who has been to Philmont, Northern Tier, Sea Base or The Summit and talk to them about their experience.	<input type="checkbox"/>	Conduct 1 hour of service to the camp, in a pre-approved service project, or conduct a project, approved by your unit leader, that supports your unit while at camp.
<input type="checkbox"/>	Buy and Famous Camp Makualla Ice Cream Cone at the Trading Post	<input type="checkbox"/>	Learn the middle name of 4 staff members:
<input type="checkbox"/>	Adults – Participate in the Scoutmaster Chili Cook-off	<input type="checkbox"/>	Adults – Complete Scoutmaster Specific Training

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Level 3: Warrior – “one who guides those they serve”

Pre-requisites: Must have previously earned and held the Hunter for at least 10 months

Name: _____

Troop: _____

Week: _____

Requirements (must complete 10 of 16):

<input type="checkbox"/>	Participate in or conduct 3 hours of service to the camp, on a pre-approved camp service project or a project approved by our unit leader.	<input type="checkbox"/>	Teach a scout of a lower Arrowhead level how to tie a Bowline, Timber Hitch, Sheepshank & Fisherman’s Knot.
<input type="checkbox"/>	Participate in the Polar Bear Swim	<input type="checkbox"/>	Earn the Mile Swim Award
<input type="checkbox"/>	Plan and lead a skit or song at campfire	<input type="checkbox"/>	Participate in the Simax Beach Overnight Canoe Trip
<input type="checkbox"/>	Participate in the Marsh Creek Scenic Float	<input type="checkbox"/>	Participate in the Cowhorn Mountain Hike
<input type="checkbox"/>	Fire 22 Hand Guns on the Range (14+): Shoot 10 shots in the size of a quarter	<input type="checkbox"/>	Fire the Muzzle Loader on the Range (14+): Hit your target!
<input type="checkbox"/>	Go to The Arrow and participate in Action Archery: in 10 arrows, hit at least 5 targets	<input type="checkbox"/>	Go to The Arrow and participate in Target Archery: in 5 arrows, score a bull’s-eye
<input type="checkbox"/>	Go to The Arrow and participate in 3-D Archery: Complete the course with a Gold score	<input type="checkbox"/>	Lead your Troop in carrying out an opening or closing flag ceremony at camp
<input type="checkbox"/>	Describe the history and purpose of the Order of the Arrow	<input type="checkbox"/>	Talk to a Staffer about what it’s like to be Camp Makualla Summer Camp Staff

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Level 4: Chief – “one who leads with service and knowledge”

Pre-requisites: Must have previously earned and held the Warrior for at least 10 months

Name: _____

Troop: _____

Week: _____

Requirements (must complete 3 of 8)

<input type="checkbox"/>	Participate in the Whitewater Rafting High Adventure	<input type="checkbox"/>	Participate in the Spelunking High Adventure
<input type="checkbox"/>	Participate in the Smith Rock Climbing High Adventure	<input type="checkbox"/>	Serve as a member of the Camp Makualla Staff
<input type="checkbox"/>	Serve as a Camp Staff Volunteer	<input type="checkbox"/>	Serve as a co-instructor for a Merit badge for the week
<input type="checkbox"/>	Serve as a guide for the Warrior, Hunter and Explorer ceremonies	<input type="checkbox"/>	Adults - Offer your services as a Merit Badge Counselor by teaching a badge not normally offered at camp

Requirements (must complete 3 of 3)

<input type="checkbox"/>	Participate in or conduct 4 hours of service to the camp, on a pre-approved camp service project
<input type="checkbox"/>	Create 3 goals to comprise your Arrowhead vision. These goals must be approved by the Camp Program Director and completed at camp.
<input type="checkbox"/>	Create an arrowhead, fashion a hole to the top, engrave your name and camp memory. The arrowhead will be attached to the Wall of Chiefs for eternity.

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