

# Camp Maluhia

## 2025 Program Guide



**June 29- July 05 2025(Sun-Sat)**

Aloha Council, BSA  
200 Liholiho Street  
Wailuku, Maui, HI, 96793  
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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 purchases 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 that set 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.

### \*\*\*HORSEMANSHIP M.B.\*\*\*

We have worked out with Circle M Ranch to have a very limited number of older scouts(14+) for the Horsemanship M.B. This will be a 4 hour course on Thursday which will include all the classroom and discussion portion of the badge and two separate 1.25 hour hands on training at Circle M Ranch on Friday. Please contact Camp Director Leif Adachi to sign up your scout.



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	
Basketry	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		
Nature				X	
Oceanography				X	
Sustainability*	X				
PIONEERING					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Camping*	X	X			
First Aid*	X	X			
Wilderness Survival			X	X	
Pioneering			X		
Orienteering	X				
SHOOTING SPORTS					
CLASS NAME	8:30AM	9:30 AM	10:30 AM	1:30 PM	Open Program
Archery	X	X	X	X	



BLUE COLLAR					
CLASS NAME	8:30AM	9:30AM	10:30AM	1:30PM	Open Program
Engineering			X		
CIVIL SERVICE					
CLASS NAME	8:30AM	9:30AM	10:30AM	1:30PM	Open Program
Citizenship World	X			X	
Fire Safety			X		
Search and Rescue		X			
Fingerprinting		X	X		

### Merit Badge Prerequisites and Capacities

Merit Badge	Area	Prerequisites	Capacity	Estimated Cost
Archery	Shooting Sports	NA	8	\$20.00
Art	Handicraft	Requirement 6	10	\$5.00
Camping*	Lyon's Pavilion	Requirements 4b, 5e, 7, 8cd and 9	10	
Basketry	Lyon's Pavilion	NA	10	\$20.00
Cit in the World*	Longhouse	13+ years old	10	
Engineering	Longhouse		10	
Environmental Science*	Nature	NA	10	
Horsemanship	Circle M Ranch	14+ years old/travel outside camp	8	\$20.00
Fingerprinting	Longhouse	NA	15	
Fire Safety	Longhouse	NA	10	



First Aid*	Longhouse	Requirement 1	10	
Forestry	Nature	Requirement 5	10	
Hawaiiana Award	Various	14+, travel outside camp, Maui scouts	6	\$20.00
Leatherwork	Handicraft	NA	10	\$15.00
Lifesaving	Aquatics	Swimming merit badge 14+ years old	10	
Nature	Nature		10	
Oceanography	Nature		10	
Orienteering	Scoutcraft	14+ years old	10	
Pioneering	Scoutcraft	14+ years old	10	
Search and Rescue	Longhouse	13+ years old	10	
Sustainability*	Longhouse		10	
Swimming*	Aquatics	Pass the BSA Swim test	10	
Wilderness Survival	Longhouse	Bring requirement 5 with you to camp 14+ years old	10	
Wood Carving	Handicraft	Requirement 2a Carving knife	10	\$5.00

\*Eagle Required Merit Badge



## Daily Schedule

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



<b>Sunday</b>	
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
<b>Monday</b>	
7:00PM-9:00 PM	Troop Swims: 7:00 PM to 7:55 PM and 8:05 PM – 9:00 PM
7:00PM-9:00PM	Camp wide games-4 man team gaga ball tournament
<b>Tuesday</b>	
7:00PM-8:30 PM	Troop Swims: 7:00 PM to 7:55 PM and 8:05 PM – 9:00 PM
2:30PM	Camp wide games-Iron Team Competition.
7:00 PM	Maluhia Warrior Competition at 7:00PM
8:30PM	Scout Master dessert cook off
<b>Wednesday</b>	
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
<b>Thursday – OUTPOST</b>	
4:00 PM-5:00 PM	Troops prep for departure for Outpost overnigher
5:00 PM	All Troops depart camp. Staff – Free night and fellowship.



<b>Friday – Last day of camp!</b>	
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 Longhouse

<b>Saturday – Check Out Day</b>	
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

Archery merit badge will be limited to 8 per class, there are four classes available this year. There is a \$20.00 fee per participant for this merit badge.

No Rifle Shooting Merit Badge this year.

In the future, class will be limited to 8 per class. There is a \$20.00 fee per participant for this merit badge.

NO Shotgun Shooting Merit Badge this year.

In the future, class 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).

### Pioneering programs

Pioneering and Orienteering will only have once class per day, each is a two hour block. Scouts need to be at least 14 year old, no beginner scouts, please have your scouts familiar with knots and lashings.

### Woodsman Program

Camps 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.

