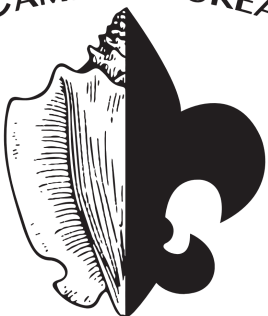


CAMP PŪPŪKEA

PROGRAM GUIDE 2026



CAMP PŪPŪKEA



ALOHA COUNCIL, BSA

V 1.0 4/1/26

WELCOME TO PUPUKEA

FROM THE CAMP DIRECTOR

Welcome to Summer Camp 2026.

It is our mission to provide your Scouts a positive experience that reinforces the Scout Oath and Law

As always, your safety and the safety of all our members, volunteers, and employees is our top priority.

As revisions are expected, updated guidebooks will be uploaded to our website. Please Check regularly for updates.

<https://scoutingevent.com/104-summercamp2026>

Yours in Scouting,

Lokahi Molale

Summer Camp Director

Lokahi.molale@scouting.org



GUIDING PRINCIPLES OF CAMP PUPUKEA

Scouting America Mission Statement

The mission of Scouting America is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Camp Pupukea Mission statement

The mission of the Aloha Council Outdoor Program is to provide each Scout with a memorable and challenging outdoor experience. Camp Pupukea enriches the fundamentals of Scouting through unique opportunities for leadership and educational growth. All programs and activities will be guided by the principles of the Scout Oath and Law.

Scout Oath

On my honor I will do my best
To do my duty to God and my country
And to obey the Scout Law;
To help other people at all time;
To keep myself physically strong, mentally awake, and morally straight.

Scout Law

A Scout is ...
Trustworthy, Loyal, Helpful, Friendly Courteous, Kind, Obedient, Cheerful, Thrifty, Brave,
Clean, and Reverent.

Camp Pupukea is an equal opportunity facility that does not discriminate on the basis of sex, color, race, creed, or religion.



PROGRAM OVERVIEW

Camp Pupukea is a 65 acre Nationally Accredited Camp. It is three miles above the famous Waimea Bay and Sunset Beach on Pupukea Road. Camp Pupukea offers multiple Merit Badges in six program areas, specialty programs with dedicated and trained staff.

Merit badges offered in 2026

- Archery
- Animation
- Basketry
- Bird Study
- Camping
- Emergency Preparedness
- First Aid
- Forestry
- Leatherworking
- Life Saving
- Nature
- Oceanography
- Pioneering
- Sign, Signals and Codes
- Soil and Water Conservation
- Sustainability
- Swimming
- Rifle
- Wilderness Survival
- Wood Carving



2025 CAMP DAILY SCHEDULE (as of 5/27/26)

Time	SUN	MON	TUE	WED	THU	FRI	SAT
6:00am							Breakfast Pack-up Check-out
7:00 AM - 8:45 AM		Breakfast					
8:45		Flag Ceremony					
9:00 AM - 9:55 AM		Merit Badge/Class Session 1				Open Merit Badge Areas	
10:05 AM - 11:00 AM		Merit Badge/Class Session 2					
11:10 AM - 12:05 PM		Merit Badge/Class Session 3					
12:15 PM		Lunch - Troop Free Time SPL/ scoutmaster Meeting -2pm					
1:00 PM	Check-in (troops will be assigned check- in times be- tween 1 - 3 pm) SM/SPL Meeting at 4:00 pm	Merit Badge/Class Session 4				TBA	
2:30 PM - 3:25 PM		Merit Badge/Class Session 5					
3:35 PM - 4:30 PM		Merit Badge/Class Session 6					
4:40 PM - 5:30 PM		Flag Ceremony					
5:45 PM	Dinner						
6:00 PM - 7:00 PM							
7:00 PM - 8:00 PM	Opening Camp- fire	Staff hunt	Open Program	OA Night	Troop Night	Closing Campfire	
8:00 PM - 9:00 PM	Free Time					Free Time	



MERIT BADGE PROGRAM

All Merit Badges will be taught based on the requirements found in the most recent edition of the Merit Badge pamphlet. It is the responsibility of each Scout to choose and prepare for each Merit Badge that they wish to take in advance. Current merit badge requirements can also be found at <https://www.scouting.org/skills/merit-badges/all/>

Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure the Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster).

Camp Pupukea uses a web-based software application called Blackpug to schedule Merit Badge and program activities. Troops will be able to go online and select the classes for their Scouts and receive immediate feedback on class enrollment.

Troop leadership will register the scouts for merit badge classes in Blackpug. The troop may opt to use the parent portal for parents to select the merit badge classes for their own scouts. As a reminder, all merit badge class selections must be approved by your Scoutmaster.

Ranks and ages will be verified in advance of Summer Camp. Some merit badges have age and/or rank restrictions. If the age and/or rank requirements are not met, you will not be able to register them for that merit badge(s). If you have any questions, please contact Lokahi Molale, Camp Director at Lokahi.molale@scouting.org or 808-306-0627.



MERIT BADGE PREREQUISITE

The table below shows the prerequisite and restrictions for all merit badges. Please make sure to review this list before attending camp. These prerequisites are also listed in the Program area of this guidebook as well.

Activity	Prerequisites
Aquatics	
Lifesaving	Requirement 2a Age Restriction:14 years old or older. Also recommended to have CPR Certifications and bring prof of to camp.
Swimming	Swimmer classification is required for this merit badge
Handicraft	
Basketry	None
Animation	Requirement 4,5
Leatherworking	None
Wood carving	Requirement: 2a
Health and safety	
First aid	Requirement: 2b,complete one of 15 a-d
Emergency Preparedness	Requirement: 1b,2a-c, 9, 10 Age Restriction:12years old or older
Nature	
Bird study	Requirements: 8, 13
Sustainability	Requirements: 9
Forestry	Requirements: 8
Nature	Requirements: 7a
Oceanography	Requirement: 8
Soil & water conservation	None
Outdoor skills	
Camping	Requirements: 5e, 7, 8d, 9
Pioneering	None
Signs, signals and code	Requirements:7
Wilderness survival	Requirement: 4, 10 Age Restriction:13 years old or older



MERIT BADGE PREREQUISITE

The table below shows the prerequisite and restrictions for all merit badges. Please make sure to review this list before attending camp. These prerequisites are also listed in the Program area of this guidebook as well.

Activity	Prerequisites
Shooting Sports	
Archery	Requirements: 1e Age Restriction:14 years old or older
Rifle Shooting	Requirements: 1e Age Restriction:14 years old or older



MERIT BADGE APPLICATION PROCEDURE (ALSO KNOW AS BLUE CARDS)

- Prior to the scout signing up for any class the scout should meet with the scoutmaster. In this meeting the scoutmaster should ensure that the scout understands the requirements for the merit badges they want to take. The scoutmaster should also check to make sure the scout can complete the requirements (i.e. taking swimming merit badge but can't swim). We want all scouts to succeed and part of that is making sure they can do what is required of them.
- By signing the scout up for a class the scoutmaster is confirming that the scout can do the requirements for the merit badge/program.
- Proof of pre-requisites is required. It may either be a statement from the Scoutmaster that the scout has completed requirements _____ for the _____ merit badge or the scout may bring proof of work (i.e. personal first aid kit, documents/ reports of their findings, etc.)
- At the conclusion of camp, the unit leader will be able to view the Merit Badge/Blue Cards and requirements completed report in Blackpug.
- Class rosters will be available for leaders to view at the lodge. Please view them prior to leaving camp to confirm what scouts have completed.



MERIT BADGE AND PROGRAM

DIFFCULTY SCALE

Advanced: Program in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above.

Moderate: Program in this category can be easily earned at camp by experienced Scouts but have a few prerequisites to complete at home.

Basic: Program in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels.

Helpful Notes:

Scouts need to review and familiarize themselves with the merit badge requirements before coming to camp.




All pre-requisites need to be completed prior to camp or they will receive a “partial” for that merit badge.

All scouts need to bring a notebook and writing tools to camp for their classes.

Some merit badges require the scout to look up information online or in a library. There is no computer access at camp. Scouts need to do this before attending camp. If this is not done prior to camp, this could cause the scout to receive a “partial” for that merit badge.








MERIT BADGE AND PROGRAM SCHEDULE

Aquatic Program		Class Period					
		1	2	3	4	5	6
Lifeguarding Merit Badge	◆			X	X		
Swimming Merit Badge	◆	X	X				
Handicraft Program		Class Period					
		1	2	3	4	5	6
Animation Merit Badge	●	X		X			
Basketry Merit Badge	■		X		X		
Leatherworking Merit Badge	●	X			X		
Woodcarving Merit Badge	■			X		X	
Health and safety Program		Class Period					
		1	2	3	4	5	6
Emergency Preparedness Merit Badge	■		X		X		
First Aid Merit Badge	■	X			X		
Nature Program		Class Period					
		1	2	3	4	5	6
Bird Study Merit Badge	■	X			X		
Sustainability Merit Badge	◆		X			X	
Forestry Merit Badge	■			X		X	
Nature Merit Badge	●		X		X		
Oceanography Merit Badge	◆			X		X	
Soil & water Conservation Merit Badge	■	X			X		
Outdoor Skills Program		Class Period					
		1	2	3	4	5	6
Camping merit Badge	◆	X			X		
Pioneering Merit Badge	◆		X		X		
Sign, Signals And code Merit Badge	■		X		X		
Wilderness Survival Merit Badge	■	X			X		
Basic		Moderate		Advance			
							

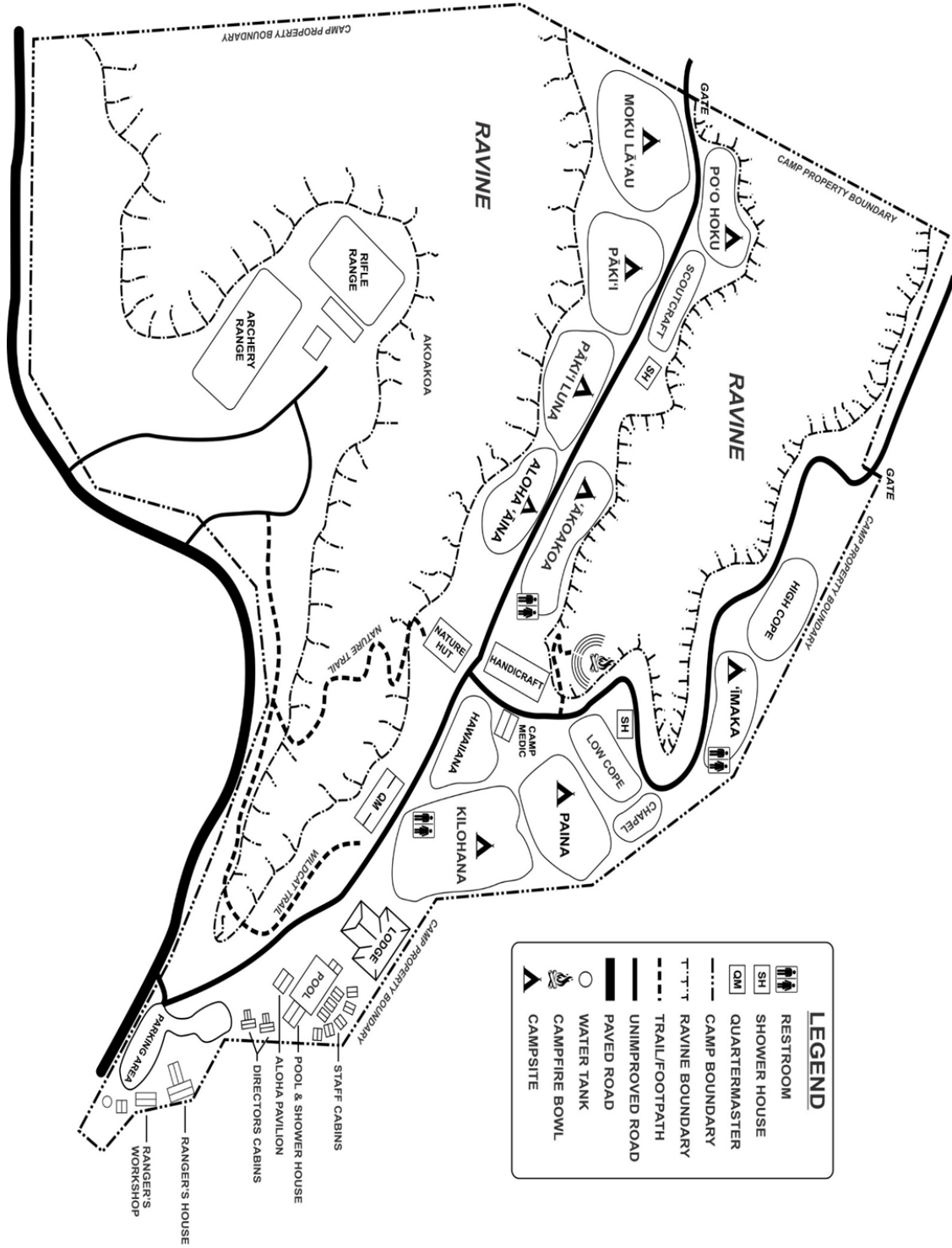


MERIT BADGE AND PROGRAM SCHEDULE

Shooting sports	Class Period						
	1	2	3	4	5	6	
Archery Merit badge 	X			X			
Rifle Shooting Merit badge 	X			X			
Other programs	Class Periods						
	1	2	3	4	5	6	
Outdoor Skills		X		X			
Nature skills		X		X			
Emergency skills		X		X			
Leadership challenge				x			
Basic 	Moderate 	Advance 					



CAMP MAP



CLASS LOCATIONS

Location: handicraft

Classes:

Animation
Basketry
Leatherworking
Woodcarving

Location: Range

Classes:

Archery
Rifle

Location: Medic lodge

Classes:

Emergency Preparedness
First Aid

Location: Nature center

Classes:

Bird study
Sustainability
Forestry
Nature
Oceanography
Soil and water conservation

Location: Outdoor skills

Classes:

Camping
Pioneering
Sign, signals and code
Wilderness survival



HANDICRAFT PROGRAM



The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness. Many badges require kits that have a cost and can be purchased directly at camp.

<p>Animation (Basic)</p> 	<p>Time Offered: 9:00-9:55, 11:10-12:05</p> <p>Location: Handicraft</p> <p>Prerequisites: Requirements 4</p> <p>Costs: \$5 (Possible increase do to supply chain demand)</p> <p>Notes: This is an excellent merit badges for young scouts</p>
<p>Basketry (Moderate)</p> 	<p>Time Offered: 10:05-11:00, 2:30-3:25</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Costs: \$20 (Possible increase do to supply chain demand)</p> <p>Notes: This is an excellent merit badges for young scouts</p>
<p>Leatherwork (Basic)</p> 	<p>Time Offered: 9:00-9:55, 2:30-3:25</p> <p>Location: Handicraft</p> <p>Prerequisites: none</p> <p>Costs: \$20 (Possible increase do to supply chain demand)</p> <p>Notes: This is an excellent merit badges for young scouts</p>
<p>Woodcarving (Moderate)</p> 	<p>Time Offered: 11:05-12:05, 3:35-4:30</p> <p>Location: Handicraft</p> <p>Prerequisites: Earn totin' Chip</p> <p>Costs: \$15 (Possible increase do to supply chain demand)</p> <p>Notes: Not recommended for scouts with little Knife experience. Participants should bring a sharp, lock blade pocketknife</p>



HEALTH AND SAFETY





In addition to providing quality care, the health officers also teach Merit Badges to enrich Scouts' knowledge of medicine, first aid, and careers in the medical industry.

<p>Emergency Preparedness (Moderate)</p> 	<p>Time Offered: 10:05-12:05, 2:30-4:30</p> <p>Location: Medic Lodge</p> <p>Prerequisites: Earn First Aid Merit Badge, 12 years old minimum age, Requirements 1,10</p> <p>Costs: \$5 for supplies</p> <p>Notes: Scouts will complete written material and master many skills</p>
<p>First aid (Moderate)</p> 	<p>Time Offered: 9:00-11:00, 2:30-4:30</p> <p>Location: Medic Lodge</p> <p>Prerequisites: complete first aid requirements for tenderfoot through First class, requirement 2b1 15</p> <p>Costs: none</p> <p>Notes: Scouts must bring a first aid kit</p>





NATURE PROGRAM

The purpose of the Nature Program is to help Scouts develop the right attitudes regarding the importance and wise use of natural resources. To carry out such activities as erosion control, and wildlife habitat improvement so that Scouts learn some of the techniques necessary for continued productivity of these resources.

<p>Bird Study (Moderate)</p> 	<p>Time Offered: 9:00-9:55, 2:30-3:25 Location: Nature Center Prerequisites: 8,13 Costs: \$5.00 Notes: Scouts will need a notebook and writing tool</p>
<p>Sustainability (Advance)</p> 	<p>Time Offered: 10:05-11:00, 3:35-4:30 Location: Nature Center Prerequisites: 9 Costs: none Notes: Scouts will need a notebook and writing tool</p>
<p>Forestry (Moderate)</p> 	<p>Time Offered: 11:10-12:05, 3:35-4:30 Location: Nature Center Prerequisites: 8 Costs: Notes:</p>
<p>Nature (Basic)</p> 	<p>Time Offered: 10:05-11:00, 2:30-3:25 Location: Nature Center Prerequisites: 4,7 Costs: none Notes: Great introduction to the ecological field</p>







NATURE PROGRAM (CON.)

<p>Oceanography (Advance)</p> 	<p>Time Offered: 11:10-12:05, 3:35-4:30</p> <p>Location: Nature Center</p> <p>Prerequisites: none</p> <p>Costs: \$5.00</p> <p>Notes: Scouts will not go to the ocean. Recommended to prepare requirement 9</p>
<p>Soil & Water Conservation (Moderate)</p> 	<p>Time Offered: 9:00-9:55, 2:30-3:25</p> <p>Location: Nature Center</p> <p>Prerequisites: none</p> <p>Costs: none</p> <p>Notes: none</p>



OUTDOOR SKILLS PROGRAM



The purpose of the Outdoor Skills Program is to help Scouts develop the basic skills of hiking and camping. To teach Scouts to appreciate and understand the outdoors by making the best use of their own faculties and their natural surroundings. To train units in the skills of campcraft and woodcraft so that they will be proficient campers.

<p>Camping (Advance)</p> 	<p>Time Offered: 9:00-11:00, 2:30-4:30 Location: Outdoor skills Prerequisites: requirements 5e,9 Costs: none Notes: scouts need some previous camping experience</p>
<p>Pioneering (Advance)</p> 	<p>Time Offered: 10:05-12:05, 2:30-4:30 Location: Outdoor skills Prerequisites: none Costs: none Notes: scouts need a basic knowledge of knots and lashings</p>
<p>Sign, Signals and code (Moderate)</p> 	<p>Time Offered: 10:05 am-12:05 pm, 2:30-4:30 pm Location: Outdoor skills Prerequisites: requirement 7 Costs: none Notes: Recommended that scouts look at requirements</p>
<p>Wilderness Sur- vival (Moderate)</p> 	<p>Time Offered: 9:00-11:00, 2:30-4:30 Location: Outdoor skills Prerequisites: 13 years old minimum age, requirement 4,10 Costs: none Notes: scouts will spend one night in a survival shelter they build</p>



SHOOTING SPORTS PROGRAM

Our Shooting Range provide Scouts with the opportunity to safely learn from expert instructors in the fields of rifle archery.

Archery (Advance) 	Time Offered: 9:00-11:00, 2:30-4:30
	Location: Archery Range
	Prerequisites: 14 years old minimum age requirement, Requirement 1e
	Costs: \$20
	Notes: All supplies provided
Rifle Shooting (Moderate) 	Time Offered: 9:00-11:00, 2:30-4:30
	Location: Rifle Range
	Prerequisites: 14 years old Minimum age requirement, Requirement 1e, 1g
	Costs: TBA
	Notes: All supplies provided. We will be using BB Guns to conduct this meritbadge




AQUATIC PROGRAM

Aquatics Program:

The purpose of the Aquatics Program is to instruct youth in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. To give youth an experience fun in and on the water and promote activities that will have recreational value in later life. To help units carry on a year-round aquatic program that is safe.

Participation in all Camp Pupukea Aquatic Programs require Swimmer classification.

Lifesaving (Advance) 	Time Offered: 11:00-12:00, 2:30-3:30
	Location: Pool
	Prerequisites: 14 years old minimum age requirement
	Costs: None
	Notes: Swimming Merit badge must be earned prior to taking merit badge
Swimming (Advance) 	Time Offered: 9:00-10:00, 10:00-11:00
	Location: Pool
	Prerequisites: Past swim test
	Costs: None
	Notes: Swimmer classification is required for this merit badge



SKILLS PROGRAM

New this year we are starting a skills program for scouts 14 and older. This program is ment to build on the skills scouts have learned in previous merit badges and rank advancement as well as brush up on existing skills.

Outdoor skills (Advance)	Time Offered: 10:05-12:05, 2:30-4:30
	Location:
	Prerequisites: 14 years old minimum age requirement
	Costs: None
	Notes:
Emergency skills (Advance)	Time Offered: 10:05-12:05, 2:30-4:30
	Location:
	Prerequisites: 14 years old minimum age requirement
	Costs: None
	Notes:
Nature skills (Advance)	Time Offered: 10:05-12:05, 2:30-4:30 Location: Prerequisites: 14 years old minimum age requirement Costs: None Notes:



PUPUKEA LEADERSHIP CHALLENGE

New this year we are starting a leadership challenge for scouts 14 and older. Are you ready to take on the ultimate challenge and discover the leader within you? Join our **Leadership Challenge** and embark on a journey of growth, teamwork, and innovation!

The leadership challenge is A dynamic, hands-on leadership program designed to:

- **Develop essential leadership skills:** Communication, problem-solving, and decision-making.
- **Foster teamwork and collaboration:** Work with peers to tackle exciting projects.
- **Inspire innovation:** Bring your creative ideas to life and make a real impact.

Requirements to attend

Scout must be 14 years old and first class or have completed National Youth Leadership Training (NYLT).

The Program will be held for hrs in the afternoon, It will be during 2:30-4:30



NOTES

