

Program Area	Merit Badge	East Capacity per session	West Capacity per session	Additional Participation Requirements and Recommended Prerequisites	Recommended Year/Age	Requirements Not Covered (if any)	Additional Cost (if any)	Notes
Aquatics	Canoeing	25	25	Must pass the swimming test with 'Swimmer'	2 nd Year+			
Aquatics	Kayaking	20	20	Must pass the swimming test with 'Swimmer'	2 nd Year+			
Aquatics	Lifesaving	25	25	Must have Swimming MB	2 nd Year+			
Aquatics	Motorboating	8	8	Must be at least 12 years old per WisDNR and pass the swimming test with 'Swimmer'	2 nd Year+		\$10 paid during registration	
Aquatics	Rowing	20	20	Must pass the swimming test with 'Swimmer.' This can be a physically demanding activity. Better suited for older Scouts	2 nd Year+			
Aquatics	Small-Boat Sailing	20	20	Must pass the swimming test with 'Swimmer'	14+			
Aquatics	Mile Swim Award	No limit	No limit	Must pass the swimming test with 'Swimmer'	All			Drop-in
Aquatics	Stand-Up Paddleboard Award	No limit	No limit	Must pass the swimming test with 'Swimmer'	All			Drop-in
Aquatics	Swimming	No limit	No limit	Must pass the swimming test with 'Swimmer'	All			
Eco-Con	Archeology	No Limit	No Limit	9	2 nd Year+			
Eco-Con	Astronomy	No Limit	No Limit	None	All			
Eco-Con	Bird Study	No Limit	No Limit	None	2 nd Year+			
Eco-Con	Environmental Science	No Limit	No Limit	None	2 nd Year+			
Eco-Con	Fish and Wildlife Management	No Limit	No Limit	None	2 nd Year+			
Eco-Con	Fishing	No Limit	No Limit	None	All			Drop-in
Eco-Con	Forestry	No Limit	No Limit	None	2 nd Year+			
Eco-Con	Geology	126	24		None			
Eco-Con	Nature	No Limit	No Limit	None	All			
Eco-Con	Mammal Study	No Limit	No Limit	None	All			Drop-in
Eco-Con	Soil and Water Conservation	No Limit	No Limit	None	2 nd Year+			

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Handicraft	Art	No limit	No limit	None	All			
Handicraft	Basketry	No limit	No limit	None	All		Kit of Scout's choice at TP (^)	Drop-in
Handicraft	Fingerprinting	No limit	No limit	None	All			Drop-in
Handicraft	Leatherwork	No limit	No limit	None	All		Kit of Scout's choice at TP (^)	Drop-in
Handicraft	Metalwork	12	12	None	13+	3, 4	\$10 Paid During Registration	
Handicraft	Pottery and Sculpture	14	14	We recommend researching Pottery requirement 7 & 8, and Sculpture requirement 2 & 3 prior to your time at camp.	All	Sculpture 2 & Pottery 7 depend on the Scout	\$15 Paid During Registration	
Handicraft	Pulp & Paper	No limit	No limit	None	All			
Handicraft	Space Exploration	No limit	No limit		All		\$15 Paid During Registration	
Handicraft	Woodcarving	No limit	No limit	Totin' Chip Required	All	Completion of requirements 6 & 7 depend on the Scout	Kit of Scout's choice at TP (^)	Drop-in
Scoutcraft	Camping	No limit	No limit		2 nd Year+	4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c		
Scoutcraft	Emergency Preparedness	No limit	No limit	Requires First Aid Merit Badge; req. 3 and 8b, must be completed with your family	2 nd Year+	2 or 7b		
Scoutcraft	First Aid	No limit	No limit	Bring a personal first aid kit for 2(b) Requirement 1.	All			
Scoutcraft	Search and Rescue	No limit	No limit	None	2 nd Year+			
Scoutcraft	Pioneering	No limit	No limit	Review knots & lashings	2 nd Year+	9 is discussed, but it is up to the Scout to make the items		
Scoutcraft	Wilderness Survival	No limit	No limit	An overnight stay outside of your campsite is required to complete at camp. Bring survival kit for req. 5	2 nd Year+			Scouts will use the gear they bring

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Climbing Wall	Climbing	16 total		Closed-toed shoes (No Crocs)	All	10, 11, & 12 is up to the Scout to complete all climbs	\$50 Paid During Registration	All special equipment, supervision, and instruction are provided or taught
Cycle Base	Cycling	20 total		Closed-toed shoes (No Crocs)	3 rd Year+	6 Option B d&e	\$10 Paid During Registration	Mountain Bike Option
High Adventure	Coureur des Bois	20 total		None	14+		\$75 Paid During Registration	All special equipment, supervision, and instruction are provided or taught
Range & Target Activities	Archery	24 per Session Sessions take place in East Camp. (Shuttle Available)		None	2 nd Year+	Completion of requirement 5 is dependant on skill	\$5 Paid During Registration	
Range & Target Activities	Rifle Shooting	24 per Session Sessions take place in East Camp. (Shuttle)		None	2 nd Year+	Completion of requirement 2A(k) is dependant on skill	\$15 Paid During Registration	Ammunition (+)[see note]
Range & Target Activities	Shotgun Shooting	12 per Session Sessions take place in East Camp. (Shuttle)		Must be physically able to hold a shotgun in proper shooting position for 1-2 minutes at a time	14+	Completion of requirement 2A(k) is dependant on skill	\$30 Paid During Registration	Ammunition (+)[see note]
The Ranch	Horsemanship	12 per Session Class takes place Highway 45 Stables. (Shuttle)		For safety, you must have long pants and closed-toed boots with a heel. Jeans and hiking boots work!	All		\$155 Paid During Registration	Includes 12 hours of instruction and supplies A completion certificate is provided
Reservation	Chess	No limit			All			Drop-In
Reservation	Golf	No limit			All			Drop-In
Reservation	Cooking	Unit Activity			All			Unit-led, food is provided. Unit signup required before camp
Reservation	News Team	5		View the Personal Safety Awareness "Digital Safety" video & must have a digital camera or phone at camp	14+	6 & 7c require access to a computer		Options to earn the Photography and Journalism Merit Badges
Reservation	Conservation Corps	No limit		Scouts who have 'done everything' at Ma-Ka-Ja-Wan and who want to learn practical conservation methods	14+ (adults are welcome!)			All tools, supervision, and instruction are provided or taught
Trailblazer	First-Year Scout Program	No limit	No limit		1 st Year			
(*) Our kits range in price based on their complexity, size, and the materials that are included in each kit. Scouts are able to choose one that suits their skill level and that they would like to take home. We recommend budgeting \$5-\$20 per kit.					(+) Round+F49:I51s required to learn how to safely use the firearm are included, however, Scout should plan for additional rounds to complete the proficiency requirement that will require the purchase of additional ammo. (Scout's skills will vary).			

Updated: 5/6/2026