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):
☐ Achieve the Swimmer rank on the swim test
☐ Participate in Sunday night’s Vespers Service
☐ Shoot at a the target archery range
☐ Meet your Troop Guide, introduce yourself and have him sign this form ________________
☐ Complete the Camp Tour and Orientation
☐ Fire a 22 rifle on the range
☐ Attend the opening campfire
☐ 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.*

<table>
<thead>
<tr>
<th>Name: ____________________________</th>
<th>Troop: ______</th>
<th>Week: ______</th>
</tr>
</thead>
</table>

### Requirements (must complete 18 of 24):

- Participate in your Explorer induction ceremony at Camp Makualla (Occurs daily at morning flags).
- Go to The Arrow and participate in Target Archery: in 5 arrows, score at least 25 points
- Go to The Arrow and participate in 3-D Archery: Complete the course with at least a bronze score
- Go to The Arrow and participate in Action Archery: in 10 arrows, hit at least 1 target
- 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
- Go to Scoutcraft and tie a bowline in 3.5 seconds
- Go to The Arrow and participate in 3-D Archery: Complete the course with at least a bronze score
- Go to The Arrow and participate in Target Archery: in 5 arrows, score at least 25 points
- Go to The Arrow and participate in Action Archery: in 10 arrows, hit at least 1 target
- 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
- Go to Scoutcraft and tie a bowline in 3.5 seconds
- Go to Nature and with the Director identify 5 native plant and animal species
- Earn the Fingerprinting Merit Badge
- Go to Waterfront and take out a canoe, rowboat, sailboat or kayak
- Participate in Thursday’s Are you Tougher than a Staffer relay race
- Participate in the Wednesday night Commissioner Campfire
- 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.
- Buy and Famous Camp Makualla Ice Cream Cone at the Trading Post
- Adults – Participate in the Scoutmaster Chili Cook-off
- Adults – Complete Scoutmaster Specific Training

---

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

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

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

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):

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

Requirements (must complete 3 of 3)

- Participate in or conduct 4 hours of service to the camp, on a pre-approved camp service project
- Participate in the Simax Beach Overnight Canoe Trip
- Create 3 goals to comprise your Arrowhead vision. These goals must be approved by the Camp Program Director and completed at camp.
- 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.

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