

Melita Island 2019 Camp Program Guide

Each scout is expected to have consulted with his scout leader, reviewed the merit badge pamphlet, performed the prerequisites, and come prepared for the subject. Our staff has developed lesson plans that provide instruction to meet the requirements of the skill. Additional time is available to assure learning takes place and requirements are completed. Computer generated Blue Cards will be printed at the end of the week by the Camp Leadership and given to Scoutmasters. All prerequisites for a merit badge should be done before camp if the scout wants to finish the merit badge there, however, they can all be done after camp.



2019 Melita BSA Lifeguard Course

In 2009 the National Council made major revisions to the BSA Lifeguard Program. The revised BSA Lifeguard program now focuses on the need to provide BSA-operated facilities, such as summer camps, with training that meets the requirements of government agencies for professional lifeguards at regulated swimming facilities. Because of the length of time and intensity required, BSA Lifeguard will not be offered at regular camp. It is being offered by the Montana Council at a special camp, June 23rd – June 29th at Melita Island. Those that complete this weeklong course should be able to qualify for employment on camp staffs as well as community swimming pools. Fees for this class are \$250.00 for non-staff members.

Trail to First Class

Trail to First class is offered for two hour blocks for each rank throughout the day. The program helps pre-First Class Scouts advance towards the First Class rank. Each Scout will learn the basic first aid, swimming, nature, and outdoor skills required for the first three scouting ranks. Camp staff organizes it, but since it will focus on having the younger scouts work with their Scout Leaders to advance, Troop Leaders are encouraged to participate.



Merit Badges Offered New This Year



Citizenship in the World

Scouts learn their place in the world and how the daily happenings around the world affect them and their family. They also learn about important events, organizations, and people around the world, to help them broaden their horizons. **Requirement 7 is a prerequisite.**



Search and Rescue

Search and Rescue teams are often times the unsung heroes of many a news story. They work tirelessly to find those that are lost. Scouts will learn, not only Search and Rescue techniques, but how to help be found if they are lost and need to be rescued. They will also learn the teamwork and leadership skills needed to facilitate a Search and Rescue team. **Requirement 6a is a prerequisite.**



Radio

Radios were an invention that helped start the information age. The technology invented is still being used in cellphones, Bluetooth, Wi-Fi, and so many other ways. Scouts will learn how Radio's work, and how the technology has translated throughout the ages. **Requirement 7 is a prerequisite.**



Animation

Many film makers and entertainers have made their start in animation. Some still employ the techniques used in animation as they advance their career. It may be a feature length animated film or a two second stop motion clip. Scouts will have a chance to create a short animated project as they learn how to use animation software.

Fine Arts Program

We have established a fine arts program that peaks the interest of each person that gets involved. Basic skills are taught with the objective to provide the learner with working knowledge, and hopefully interest to take the skill to a level beyond the minimum required.



Movie Making

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.



Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.



Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.



Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.



Theater

The Theater merit badge teaches the principles of this performing art and why it has been a staple of society for centuries. Create your own performance and bring it to life while at camp.

MELITA AQUATICS

Swimming Area Program

Our great natural swimming waterfront provides the following instructional programs during the regular Boy Scout summer camp in 2019.

The Swimming Director will oversee the following camp-wide events:



Polar Bear Plunge



Mile Swim BSA



Swimming Merit Badge (4 Hours instruction*)

The Swimming Merit Badge is an optional requirement for the Eagle Scout rank. **First Class and Second Class swimming requirements should be fulfilled, but any rank may attend.** Participants will be expected to learn clothing inflation, different strokes, flotation, entry and surface dives, and overall fitness from swimming.

Options for snorkeling or competitive swimming will be chosen by each participant. Scouts must read the Swimming Merit Badge pamphlet before starting the course. Participants are encouraged to bring to each session: swimming suits, towels, sweatshirt, merit badge pamphlet, and swim goggles.



Lifesaving Merit Badge (4 Hours instruction*)

The Lifesaving Merit Badge is an optional requirement for the Eagle Scout rank. **First Class and Second Class swimming requirements must be fulfilled to attend this course.** Participants will be expected to learn order of rescue methods, victim identification, non-contact assists, contact rescues with and without equipment, escapes, and spinal injury management. Scouts must read the Lifesaving Merit

Badge pamphlet before starting the course. Participants are encouraged to bring to each session: swimming suits, towels, sweatshirt, and merit badge pamphlet.



Snorkeling BSA (4 Hours instruction*)

Completion of this course entitles the participant to receive and wear the Snorkeling BSA patch. Participants must pass the BSA Swimmer test. Participants will be expected to learn proper fit and use of snorkeling equipment, entries and exits, signaling, survival skills, and Safe Swim Defense. Participants are encouraged to bring the following items to each session: swimming or wet suits, towels, and

sweatshirt. Diving masks, snorkels, and fins are provided by the camp, but participants are encouraged to bring their own equipment.



Melita Island Polar Bear Plunge (3 Days Participation)

Polar Bear Plunge is a camp-wide event designed to build Scout Spirit, create appreciation of natural settings, and encourage teamwork. The program is offered at 6:30, Monday through Thursday. It lasts around fifteen minutes and invigorates the participants for the rest of the day's activities. Participating for three days (minimum) entitles each participant to a Melita Island Polar Bear Plunge patch.



Mile Swim BSA (Monday - Friday participation)

Mile Swim BSA is a camp-wide event offered at 6:30 a.m. each day. It typically lasts from twenty to forty minutes. Entrants must participate in at least four, one hour swimming activity trainings at camp under the supervision of the Swimming Director prior to starting this event. Participants who complete the one mile course are entitled to receive the Mile Swim BSA wallet card and patch.

*These are minimum time requirements for complete instruction. Attendance is mandatory for completion of merit badge application or course certification.

Boating and Sailing Area Program

Our boating waterfront offers premium aquatics experiences for your scout who is learning these skills as well as for your older scouts that are looking to expand their capabilities and master advanced skills. Merit badge programs are offered in Canoeing, Kayaking, Rowing, Motor Boating, Water Sports and Small Boat Sailing. Boardsailing and Paddleboarding are non-merit badge programs (successful participants earn a patch to be worn on the swimming trunks or jacket). Scouts must pass

a swim check to participate in these programs. There will also be an evening first aid class one night of the week to finish the requirements. There is a **\$10.00 fuel charge** for motor boating and water sports.



Small Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. This class is designed to challenge your older scouts. Minimum age 14 years or older.



Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. There is a **\$10.00 fuel fee** for this course.



Rowing

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.



Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do. There is a **\$10.00 fuel fee** for this course.



Kayaking

This exciting merit badge will help boys to learn the skills needed to be a successful kayaker as well educating them on the risks and rules of the high adventure activity.



Boardsailing / Paddle boarding

While Board Sailing and Paddle boarding are not merit badges, completion of these courses entitles the participant to receive and wear the Boardsailing or Paddle Boarding BSA patch. Due to the physical strength required to perform the needed skills, younger boys should carefully consider their interest and strength before enrolling in this course.



MELITA ISLAND NATURE PROGRAM

Utilizing our island's unique setting, we offer each of these four individual merit badges.



Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. **Requirements 3, 4, and 5 are prerequisites.**



Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. Take a field trip to the Island's sawmill and see it in action!



Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife, both animals and fish, with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.



Soil and Water Conservation

The Earth is a green place and it could be greener. Scouters learn about the natural resources that we use every day, how to use them responsibly and care for them properly. Now is the time for Scouters to learn. **Requirement 7 is a prerequisite.**



Astronomy

Space is a truly vast place. The Astronomy merit badge offers Scouters a chance to observe a little bit about it. The celestial objects in the night sky have amazed countless people for generations and will awe many more for years to come.

Requirement 8 is a prerequisite.

OUTDOOR SKILLS PROGRAMS

The heart of traditional camping programs lies in the learning of the basic outdoor skills. At Melita, we seek to implant a love of the outdoors and comfort in being a responsible part of it. We teach and utilize the Outdoor Code, Leave No Trace, Bear Aware, First Aid, Toten' Chip, Whittling Chip, Firem'n Chit, Conservation, and other basic outdoor skills. We offer skill instruction for a wide range of outdoor merit badges.

In our Pioneering yard scouts not only learn the basic knots, lashing, and splicing skills, but are able to practice them in a competitive setting. *The camp's record for 6 clove hitches is 5.2 seconds!* Our Cooking area provides fire places for a full array of cooking techniques including dutch oven cooking. Camping demonstrations include backpacking skills and a teepee. The Wilderness Survival overnight is done on the backside (undeveloped) of the island.

Please note that most of these merit badges have requirements that the scout must complete away from camp (Requirement numbers shown with the badges). Most of these have to do with planning and executing requirements with his home troop, or time periods beyond that available at camp. The scout should read the specific merit badge pamphlet and have his blue card filled out with any completed prerequisites when he arrives at camp.



Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too. **Requirements 8c, 8d, and 9a-c are Prerequisites.**



Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home and in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

Requirements 4 and 6 are prerequisites.



Fishing

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish. Fishing poles and tackle are provided. Campers may bring their own equipment if desired.



Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.



Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.



Exploration

Exploration is BSA's newest merit badge and is designed to empower scouts to become explorers and seek new discoveries by following their curiosity. Learn about the history of exploration and why it matters. Plan and conduct your own expedition.

Prerequisite for camp: #5 – bring your presentation with you to camp.

SHOOTING SPORTS PROGRAM



Rifle

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.



Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. Archery kits are available at the Trading Post for **\$8.00**.

Open Shoot

The rifle range will be open during free time for open shoot. Ammo for free time shooting will be available for purchase at the Trading Post. 10 shots for \$1.00

EMERGENCY PREPARATION PROGRAM

Being prepared for all emergencies is an important part of scouting. Part of our program at Melita Island is to help you by teaching the camp related portions of these important skills.



First aid

Caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.



Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

Melita Island Science/Technology Center

Endeavoring to stay at the edge of modern merit badge classes and the emergence of technology, Melita Island is proud to announce the creation of the Sci/Tech center offering merit badges and the new Cyber Chip.



Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.



Inventing

Learn about the principles of this engine of innovation and discover how you can unlock your creative potential. Build your own invention to help your church, community, school, troop, Melita Island campsite, or Melita Island as a whole.

Requirements 2, 3, and 8 are prerequisites.



Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

Requirement 5 is a prerequisite.



Digital Technologies

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age, and how to use the internet properly.



A.C.E. (ADVANCED CAMPER EXPERIENCE)

The ACE program is designed to give a challenging camping experience to older scouts. Its aims are on advanced skills, physical fitness, service, and adventure experiences to challenge and advance their basic scouting skills. The ACE program is separate from the camp's merit badge program. As such it should be for your older scouts that are good swimmers, do not need Merit Badges to advance, and have been at two or more summer camps before. This year's program includes a whitewater rafting trip down the Flathead River below Kerr Dam, a sailing experience, hiking Wild Horse Island, water sports (water skiing, kayaking, board sailing, snorkeling, etc.). Other activities may include scuba diving, COPE, ziplining, horseback riding, and an overnight sailing trip. ACE Participants have a chance to improve their leadership skills through team building activities, and also provide meaningful service throughout the week. There is an additional \$115 fee for all ACE participants. Pre-signup is required and payment is due upon check-in at camp.

This year we have upped our ACE from \$85 to \$115 to cover the new activities we are adding. For an additional \$30 we have added a day of SCUBA diving which easily has a value of \$150-\$200.

Adult Programs

Camp can also be fun, relaxing and a learning and rewarding experience for adults. At Melita we take this to a new dimension. For your learning experiences we offer, depending on demand and volunteer availability of trainers, adult basic training including: **This is Scouting, Scoutmaster**

Specific, Outdoor Leader Skills. Also Safe Swim Defense, Safety Afloat, Paddle Craft Safety and Hazardous Weather.

For fun and relaxation we offer limited **Sailing** experiences for adult leaders. Each week we have visiting sailing experts that volunteer their time to teach people how to sail.

Other Camp Activities:

Mondays are Mustache Mondays. Scouts are encouraged to wear fake mustaches. Monday's evening program is Staff Hunt.

Tuesdays are Tall Sock Tuesdays and it is also OA day. Scouts are encouraged to wear their tallest and silliest socks. Scouts are encouraged to wear their OA sashes and an OA presentation will occur on island. Tuesday's evening program is an open night on the water.

Wednesdays are Wacky Hat Wednesdays. Scouts are encouraged to bring their wackiest hats to show off. Wednesday's evening activity is a short interfaith service. Come dressed in your Class A uniform.

Thursdays are Titanic Thursdays. Scouts are encouraged to wear their PFDs to flags, as Thursdays are the days we sink our ships for our merit badges. Thursday's evening program is a flag retirement ceremony. Troops with flags in need of proper retirement are encouraged to bring them to camp for retirement.

Friday is Freedom Friday. Wear your America themed gear. Friday's evening program is the closing campfire presented by the troops. Troops are encouraged to have their skits and songs ready when they get to camp.

Additional Fees or Costs

Some of the merit badge classes have additional fees or costs associated with them. Some of the fees will need to be paid with registration or scouts may need to purchase a kit to finish the course. Here is a list of the course that will have additional costs and the amounts needed. Please help your scouts to be prepared to take care of these costs. Most of these costs will be taken care of during registration or pre-registration through Tentaroo, but may need to be taken care of if the scout changed merit badges at camp.

Course:	Cost:	
Archery	\$8.00	arrow kit purchase in Trading Post
Wood Carving	\$5.00 – 15.00	Optional project kit purchase in Trading Post
Motor Boating	\$10.00	Paid with registration
Watersports	\$10.00	Paid with registration
ACE	\$115	Paid with registration

If there are any questions about classes or requirements please feel free to contact the Melita Program Director: Sean Larsen at 406-839-4051 or Sean.larsen5699@gmail.com. We look forward to seeing you this summer.