

Melita Island Administrative Guide 2014

This is the guide for basic Melita Island Camp instructions – for fee structures, emergency procedures please refer to the Team 315 Leader’s Guide.

This guide is for Melita daily and week schedules, program expectations and certain activities at Melita Island.

Check In

- ❖ Come prepared with your unit rosters for both adult and youth.
- ❖ Have your unit tour permit (local tour plan for Montana troops) in paper form so that we can copy it for our records.
- ❖ All youth and adults staying 72 hours, must have a yearly physical- bring completed form to camp
- ❖ Unit fees must be paid prior to arrival at camp.
- ❖ Immediately after check in you will be handed camp ID badges, no flames in tent signs, schedule and assigned a troop friend.
- ❖ You will gather your adults and scouts and go the medical check. Please have your physical forms and prescription medicine ready to hand in and be stored in the medical facility.
- ❖ After check in and medical check your troop can go to their campsite to drop off gear – do not set up camp!
- ❖ Go to Swim Check – after swim check you will be able to go back to your campsite and set up.
- ❖ At check in you will find out what time the camp tour will be conducted (this will be a great help to those who are new to the camp and its layout).

Tentaroo (camp registration site)

Tentaroo provides our camp with an online merit badge registration. It will have information on the schedule of the badges, how many openings are available for each class and cost for any kits and supplies. Merit Badge registration will be available after May 1st.

You will be contacted by email when the site is open for merit badge registration. Make sure to have a meeting with your scouts and have them choose their badges carefully. **Merit Badge registration will close June 15th and no changes will be able to be made after that date.** This ensures that the camp will have qualified trained individuals that are prepared for merit badge instruction. Switching merit badges at camp is not available, unless there is an unforeseen physical component that the scout cannot complete. Please consider this before registering online. If any extra costs are required they will show up in the cart on the Tentaroo site and will need to be paid for before arriving at camp.

Merit Badges are only part of the fun at Camp Melita Island, below are some of the extra things to look forward to during your stay.

Sunday evening – we will have our opening campfire and our talented staff will provide the entertainment.

Tuesday is Order of the Arrow recognition day. Every OA member is encouraged to bring and wear their sash on this day. There is a special recognition for those that do. That evening there will be a short presentation and a flag retirement ceremony.

Thursday evening our Staff Invitational Social gathering for specially chosen scouts and scouters.

Friday evening is our closing campfire in which you and your scouts will provide entertainment for the camp. Please consider that you will need Scout appropriate material for your songs and skits. They will be checked by the Camp Commissioner prior to performance.

Fishing is allowed but requires a permit, please have yours prior to attending camp as we do not have the ability to issue them.

Fishing License Requirements

Melita Island is located on Flathead Lake within the boundaries of the Confederated Salish & Kootenai Reservation.

• The State of Montana and Confederated Salish & Kootenai Tribes have entered into a cooperative agreement on the Flathead Reservation. A tribal permit is required to fish on waters within the exterior boundary of the Reservation. Call tribal headquarters at 406-675-2700 for information.

Merit Badges/Activities

We will again offer the same program as our 2013 camp – such as Trail to First Class, basketry, leatherwork, woodcarving, swimming, lifesaving, snorkeling, mile swim, polar bear plunge, small boat sailing, canoeing, motor boating, rowing, water sports, environmental science, forestry and nature. A complete list will be available on the Tentaroo site as well as emailed to you before registration is open.

We will also be offering **A.C.E (ADVANCED CAMPER EXPERIENCE)**



The A.C.E. 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. 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 fee of \$60** for all ACE participants. **Pre-signup and payment is required and can be done on the Tentaroo site.**

Suggested Packing Lists

Individual Packing List

- _____ Back Pack/Day Pack
- _____ Camera
- _____ Canteen
- _____ Compass
- _____ First Aid Kit
- _____ Flashlight
- _____ Ground Pad or Camp Cot
- _____ Hat
- _____ Hygiene Items (soap, towel, etc.)
- _____ Medications (notify leaders)
- _____ Merit Badge Books (limited supply available at camp)
- _____ Mess Kit
- _____ Money (for trading post & crafts)
- _____ Mosquito Repellent
- _____ Pencil & Paper (useful for merit badges)
- _____ Completed Physical Form
- _____ Pillow
- _____ Pocket Knife
- _____ Postcards & Stamps
- _____ Rain Gear
- _____ Scout Handbook
- _____ Scout Uniforms
- _____ Sleeping Bag
- _____ Sun Screen
- _____ Survival Kit (for Wilderness Survival MB)
- _____ Swimsuit
- _____ Tent
- _____ Large Plastic Bags
- _____ Blue Merit Badge Cards (limited supply at camp trading post)
- _____ Fishing Pole

Patrol Packing List

- _____ Lantern & Fuel
- _____ Matches
- _____ Paper Towels
- _____ Paper & Pencils
- _____ Patrol Box
- _____ Patrol Flag
- _____ Patrol Fly
- _____ Water Jugs

Troop Packing List

- _____ American Flag
- _____ Troop Flag
- _____ Ax
- _____ Broom/Dust Pan
- _____ Bucket
- _____ Bulletin Board
- _____ Dining Fly
- _____ First Aid Kit
- _____ Rope
- _____ Bow Saw
- _____ Shovel
- _____ Twine/Rope
- _____ Blue Merit Badge Cards (limited supply at camp trading post)
- _____ Something to attach No Flames in Tent signs