

2025 Melita Island

Class Catalog

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2025 Melita Island

Adult Summer Trainings (Scheduled Classes)



ADLT2 Aquatics Supervision: Paddle Craft Safety

Float trips are popular Scouts BSA, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

2-3:30 PM Days: Mo Tu We Th Room: Boating Maximum number of participants: 10

Sessions: All



ADLT1 Aquatics Supervision: Swimming and Water Rescue

Training for Swimming and Water Rescue provides leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. Scouting America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. The course is valid for three years.

9-10:30 AM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 10

Sessions: All



ADLT3 Introduction to Outdoor Leadership Skills (IOLS)

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

10-12 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 10





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Melita Island (Scheduled Classes)



MLTA45 ACE (Advanced Camper Experience)

The ACE program provides a challenging experience for your older Scouts, ages 14+. This program replaces the typical merit badge program and runs from 9 AM - 5 PM daily, including some activities that go over lunch. Scouts in the ACE program will not be able to take other badges. ACE participants should bring a swimsuit, hiking gear, sunscreen, water bottle, and a positive attitude!

9-5 PM Days: Mo Tu We Th Fr Room: Pavillion

Additional Fee: \$115.00 Minimum Age: 14

Maximum number of participants: 30

Sessions: All

Prerequisites: Safe and successful participation in the ACE program requires physical fitness. Participants must be able to pass the Swimmer Test as well as be able to comfortably hike 3 miles on uneven terrain. Waivers and permission forms will be available on the website and sent out to unit camp coordinators. These must be completed and signed by a parent/guardian and brought to

camp. Without these waivers, youth will not be able to participate in the ACE program.



MLTA19 Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

11-12 PM Days: Mo Tu We Th Room: Fine Arts

Maximum number of participants: 16

Sessions: All



MLTA52 Aquatics Supervision: Paddle Craft Safety

Float trips are popular Scouts BSA, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

2-3:30 PM Days: Mo Tu We Th Room: Boating

Minimum Age: 15

Maximum number of participants: 5

Sessions: All

Prerequisites: Scout participants must be at least 15 years old



MLTA53 Aquatics Supervision: Swimming and Water Rescue

Training for Swimming and Water Rescue provides leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. Scouting America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. The course is valid for three years.

9-10:30 AM Days: Mo Tu We Th Room: Waterfront

Minimum Age: 15

Maximum number of participants: 5

Sessions: All

Prerequisites: Scout participants must be at least 15 years old



MLTA25 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Archery

Maximum number of participants: 15





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10:30-12 PM Days: Mo Tu We Th Room: Archery

Maximum number of participants: 15

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Archery

Maximum number of participants: 15

Sessions: All



MLTA20 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

3-3:30 PM Days: Mo Tu We Th Room: Fine Arts

Maximum number of participants: 16

Sessions: All Prerequisites: 6



MLTA14 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

10-11 AM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 16

Sessions: All

11-12 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: May not fully complete 4a, 4b, 5d, and 6a depending on weather (cloud coverage)



MLTA24 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

3-3:30 PM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All



MLTA12 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

3-3:30 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: May not fully complete 5a-d



MLTA31 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.

2-3:30 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All

Prerequisites: 4b, 5e, 7b, 8c, 8d, 9a, 9b





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MLTA42 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.

9-10 AM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 16

Sessions: All

10-11 AM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 16

Sessions: All

11-12 PM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 16

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA11 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.

2-3 PM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 16

Sessions: All



MLTA6 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

3-3:30 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All



MLTA27 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.

10:30-12 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 25

Sessions: All

Prerequisites: 1 (First Aid Merit Badge), 3a/b/c, 8b



MLTA5 Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

2-3 PM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: 4 (may be completed at camp if there is an engineer present that week)





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MLTA4 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.

9-10:30 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 25

Sessions: All

10:30-12 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 25

Sessions: All



MLTA30 Exploration

Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare, and go on an expedition that could be nearby or far away

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 16

Sessions: All



MLTA26 First Aid

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.

9-10:30 AM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 15

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 15

Sessions: All



MLTA37 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "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."

2-3 PM Days: Mo Tu Room: Scoutcraft

Maximum number of participants: 15

Sessions: All

2-3 PM Days: We Th Room: Scoutcraft

Maximum number of participants: 15

Sessions: All



MLTA34 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

11-12 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 20

Sessions: All



MLTA15 Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

2-2:30 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: 3b, 4b/c/d (can be started but may not be finished), 5b





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MLTA46 Instructional Swim

Designed for those Scouts who have not yet passed the Swimmer test, Instructional swim focuses on the basics of swimming. This includes getting comfortable in the water, basic swimming strokes, and the fun of aquatics! This session is lined up in the schedule with Swimming merit badge so that if a Scout passes their Swimmer test during the block, they can easily shift to the Swimming merit badge group.

10:30-12 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All



MLTA38 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

9-10 AM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 16

Sessions: All

10-11 AM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 16

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Boating

Maximum number of participants: 16

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA22 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding and learn how to preserve and protect leather items so they will last a lifetime and beyond.

9-10 AM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All

11-12 PM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All



MLTA1 Lifesaving

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

9-10:30 AM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All

10:30-12 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All

Prerequisites: 2a (Swimming Merit Badge), 16b (CPR demonstration to CPR instructor)

Please bring appropriate clothing to camp for requirement 9



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MLTA40 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.

9-10 AM Days: Mo Tu We Th Room: Boating

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: All

10-11 AM Days: Mo Tu We Th Room: Boating

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: All

11-12 PM Days: Mo Tu We Th Room: Boating

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA7 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.

9-10 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: 4a2, 4c/4d/4f (pick one of these options)



MLTA13 Oceanography

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

9-10 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All



MLTA29 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

10-11 AM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All



MLTA18 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.

10-11 AM Days: Mo Tu We Th Room: Fine Arts

Maximum number of participants: 16

Sessions: All Prerequisites: 1b





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MLTA32 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

9-10 AM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All



MLTA10 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

11-12 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All Prerequisites: 5



MLTA35 Pulp and Paper

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

2-2:30 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All



MLTA49 Rank Advancement (First Class)

During this session, all Scouts are welcome to work with staff on different rank requirements that lead them to First Class. While staff will help to teach these skills, the Adult Leaders will be responsible for "checking off" the completion with their Scouts

3-3:30 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 20

Sessions: All



MLTA47 Rank Advancement (Scout/Tenderfoot)

During this session, all Scouts are welcome to work with staff on different rank requirements that lead them to Scout and Tenderfoot Ranks. While staff will help to teach these skills, the Adult Leaders will be responsible for "checking off" the completion with their Scouts

2-2:30 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 20

Sessions: All



MLTA48 Rank Advancement (Second Class)

During this session, all Scouts are welcome to work with staff on different rank requirements that lead them to Second Class. While staff will help to teach these skills, the Adult Leaders will be responsible for "checking off" the completion with their Scouts

2:30-3 PM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 20





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MLTA16 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for them as a career.

2:30-3:30 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 12

Sessions: All



MLTA43 Rowing

Rowing has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

2-3 PM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 10

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA21 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

2-2:30 PM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: All

2:30-3 PM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: All



MLTA28 Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

9-10 AM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All Prerequisites: 6a



MLTA36 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

2:30-3:30 PM Days: Mo Tu We Th Fr Room: Scoutcraft

Maximum number of participants: 16





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MLTA44 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.

9-10:30 AM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 12

Sessions: All

10:30-12 PM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 12

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 12

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA3 Snorkeling Award - 2 Day

This award is offered to encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely

2-3 PM Days: Mo Tu Room: Waterfront

Maximum number of participants: 10

Sessions: All

2-3 PM Days: We Th Room: Waterfront

Maximum number of participants: 10

Sessions: All



MLTA51 Snorkeling Award - Full Week

This award is offered to encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely

3-3:30 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 10

Sessions: All



MLTA9 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

10:30-11 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All



MLTA41 Stand Up Paddleboarding Award - 2 Day

This award is offered to encourage the development of paddleboarding skills

2-3 PM Days: Mo Tu Room: Boating

Maximum number of participants: 15

Sessions: All

2-3 PM Days: We Th Room: Boating

Maximum number of participants: 15

Sessions: All



MLTA50 Stand Up Paddleboarding Award - Full Week

This award is offered to encourage the development of paddleboarding skills

3-3:30 PM Days: Mo Tu We Th Room: Boating

Maximum number of participants: 15



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MLTA2 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

10:30-12 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Waterfront

Maximum number of participants: 20

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA17 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

9-10 AM Days: Mo Tu We Th Room: Fine Arts

Maximum number of participants: 16

Sessions: All Prerequisites: 1, 2



MLTA39 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.

9-10:30 AM Days: Mo Tu We Th Room: Boating

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

10:30-12 PM Days: Mo Tu We Th Room: Boating

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

2-3:30 PM Days: Mo Tu We Th Room: Boating

Additional Fee: \$15.00

Maximum number of participants: 8

Sessions: All

Prerequisites: Must pass the BSA Swimmer's Test



MLTA8 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-10:30 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 16

Sessions: All

Prerequisites: 2(discuss with family), 9a or 9b (pick one)





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MLTA33 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. As a part of this merit badge, Scouts will build a wilderness survival shelter to camp out in one night while at camp

10-11 AM Days: Mo Tu We Th Room: Scoutcraft

Maximum number of participants: 16

Sessions: All

Prerequisites: 6 (weather depending- if in a fire ban)



MLTA23 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.

10-11 AM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All

2-3 PM Days: Mo Tu We Th Room: Fine Arts

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Totin' Chip (can be done during open program but recommend having it ahead of

time)

