

# Camp Melakwa



Youth Guide

## **Camp Rules**

### **The Scout Oath and Law are the basic rules at Camp Melakwa**

#### **In addition:**

1. All vehicles **MUST** be parked in designated parking areas. Please do not drive into campsites.
2. No Scout is allowed to leave Camp after check-in without expressed written release by parent or guardian and permission of Camp Director. He must be accompanied by an authorized staff member or adult volunteer, and one other individual while out of camp.
3. No cutting of any trees at any time. Camp Melakwa is on Forest Service land. It is against Federal Law to cut down a tree without a permit.
4. No pets allowed in Camp
5. Under no circumstance is any Troop allowed to set up its own water front in camp, or depart Camp without notifying the Camp director.
6. Scouts are expected to stay out of other Troop's campsites unless invited. Other off-limit areas include staff living quarters and the A-frame when closed.
7. All fires must be tended. Troop fireguard chart must be posted and followed.
8. No equipment (including lanterns) which burns with a flame may be used in tents.
9. All extra liquid fuels including propane must be stored in the Camp fuel locker (located at the staff dining hall).
10. **NO FIREWORKS OF ANY TYPE MAY BE KEPT OR USED IN CAMP, INCLUDING SPARKLERS AND CAPS. THIS RULE IS STRICTLY ENFORCED. VIOLATORS WILL BE SENT HOME.**
11. No firearms or bows will be allowed in the Troop site. No personal firearms or ammunition are allowed in camp. All personal archery equipment must be turned over to the archery director upon arrival at Camp and used only under supervision of said director.
12. Your responsibility is to leave your campsite and latrine area in better shape that you found it.

## Scout Skills

For new Scouts, the Scout Skills Program is the place to be! This is a carefully developed program designed to meet the needs of boys who have not yet achieved First Class.

The program is designed to compliment, not replace, the unit's own new scout training program. Major goals of the program are to familiarize scouts with the basic outdoor skills. Scouts will also have the opportunity to earn items such as the Tote-N-Chip and Fire-N-Chit. When unit advancements are handed out, unit leaders will receive a special report on each scout showing which progress award items were accomplished during the week.

Swimming Skills are largely completed during the Sunday swim check and later on in Swimming Merit Badge class. Those scouts unable to pass the swimming test can take Swim Instruction.

Summer Camp is the perfect setting for Scouts to work toward Tenderfoot, Second Class and First Class. The Scouts Skills area is a place where Scouts may drop in any time and work with our staff or your troop's leadership toward First Class advancement.

The Scout Skills area keeps in stock the equipment and supplies needed to help Scouts meet their outdoor rank requirements. Additionally, the Scout Skills area maintains several of the physical settings necessary for rank advancement such as compass courses and physical fitness testing area.

Use our staff or feel free to ask your leaders to come with you and use our equipment and settings to teach and test for rank advancement.

## Merit Badges



Scouts should think ahead about the merit badges they want to complete at camp and use this guide to help them plan. Plan a reasonable merit badge load. Three is a good average. Attempting too many merit badges could lead a Scout to do poor quality work and to miss some other camp adventures. Scouts who don't plan enough to do can quickly become bored.

Scouts should read the requirements and start thinking about their merit badges before they come to camp. They may discover that some requirements (such as report writing) are easier to do at home. Merit badge pamphlets are sold in the Trading Post; however, Scouts will be better prepared if they get pamphlets from their troop library early enough to pass the prerequisites and study up on the rest. Really prepared Scouts will look for any requirements that take longer than a week to do and get them done before camp.

The merit badge opportunities offered at camp can help every troop to grow in rank and in knowledge. It is hard to imagine another setting where resources and merit badge counselors will be so readily available. Some advanced preparations can help the Troop make the most of the merit badge opportunities. Partial credits will be given to those who complete only part of a merit badge. A partial started in the troop or begun at camp a year ago can be brought to camp for completion. The Oregon

Trail Council does not limit the length a partial is good for. Bring them with you to camp and discuss them with the counselors.

The camp provides all the materials necessary for the merit badges we offer. However, the troop can help its Scouts by providing some supplementary materials. For example the troop might bring along some carving tools for Woodcarving or identification books for Mammals or Forestry merit badges. However be sure that you DO NOT bring firearms or ammunition for Rifle or Shotgun Shooting merit badge work.

## Merit Badge Offerings

### Handicraft Area



**Art:** Get ready to draw! Using a variety of mediums including oil, watercolor, pen and ink, pencil, markers, temperas, and crayons we will be creating works of art. The badge can be completed at camp and materials costs should be under \$3.00.



**Basketry:** One of our easiest merit badges, basketry is a good starter for first year Scouts. Complete it in a week. Materials costs should be under \$3.00.



**Indian Lore:** Learn the skills, crafts, food and history of the Native Americans in a merit badge that craft skills and historical study.



**Leatherwork:** Round out a Scout's craft abilities with Leatherwork. Complete it in a week. There may be a small charge for materials. The cost varies according to the project chosen.



**Woodcarving:** A good merit badge for first year campers or older Scouts with a little spare time. Woodcarving will also teach some things about tools and woods. Complete it in a week.

### Scoutcraft Area



**Camping:** If a Scout has or is near the 20 days and nights of camping required for this merit badge, we have the counselors to teach him the rest. Camping is a requirement for Eagle Rank.



**Pioneering:** Pioneering merit badge gets right to the heart of the Scouting image. Scouts learn to build things with ropes and poles. This merit badge takes some dedication and relies on experience that first year Scouts probably do not have. Scouts can complete it in a week if prepared to devote some extra time to it.



**Wilderness Survival:** This merit badge is not as tough as it sounds but still is probably not for first year campers. It can be completed in a week. Scouts will learn some common sense about dealing with the outdoors.

## Shooting Sports Area



**Archery:** Archery is another merit badge that is not as easy as it sounds. It requires a certain level of strength that many first and second year campers may not have. It can be completed in a week, but Scouts who do so will know they have met a challenge.



**Rifle Shooting:** A Scout's success with this merit badge is dependent a little on his prior shooting experience. It is a tough merit badge to earn from "cold start," especially for a young Scout. Scouts need to be aware that writing and studying are just as much a part of this merit badge as shooting. A good shot who is a hard worker can complete it in a week.

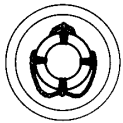


**Shotgun Shooting:** This new challenging program is welcome on the mountain. Here, young men 14 years and older can come try their skill at shotgun shooting. Very difficult without prior experience but well worth every effort none the less.

## Aquatics Area



**Canoeing:** Canoeing is a little tougher than rowing. It takes a little more strength and a little more study. It can be completed in a week. A Scout must pass the "swimmer's" test before he begins.



**Lifesaving:** We take this merit badge seriously. The requirements are tough and the standards are high. A Scout needs to be a strong swimmer and a serious student to pass. Swimming merit badge is a prerequisite. We suggest Scouts complete the CPR requirement before coming to camp so they can leave camp with a completed merit badge. Lifesaving is an Eagle required option.



**Rowing:** Canoeing "sounds" easier but rowing is the best bet for first boating merit badge. It can be completed in a week. A Scout must pass the "swimmer's" test before he begins.



**Swimming:** Swimming is a Scout's first plunge into the world of aquatics merit badges. An average swimmer can complete this merit badge at camp. Swimming merit badge meets an Eagle required option.

## Ecology Area Merit Badges



**Astronomy:** Learn about the solar system in this introduction to the fascinating world of Astronomy. Depending on the weather, boys have a good chance of earning this merit badge at camp. As a general rule, we need three clear nights to complete this badge.



**Environmental Science:** This tough merit badge is Eagle required. Scouts must be prepared to devote a lot of time to it if they want to complete it in a week.



**Fishing:** It is not how old the Scout is, but how well he likes to fish. Encourage Scouts to bring their own rod and gear. A Scout can complete this badge in a week if he has fisherman's luck.



**Fly Fishing:** This merit badge is for Scouts that want to learn more about the art of fly fishing. Prior fly fishing experience needed. Scouts will need to bring their own rod and gear. (Available upon counselor availability.)



**Geology:** Learn about the earth itself, how it formed, its rocks and minerals and how we use them in our everyday lives. Can be completed at camp.



**Nature:** Nature is a good ecology area merit badge to start with. A serious first year Scout can complete it in a week.



**Mammals:** Mammals is a good ecology area merit badge to start with. A serious first year Scout can complete it in a week.



**Weather:** Learn about weather patterns, clouds, and that all important question in Oregon, "Why does it rain?"

## Climbing



**Climbing:** The climbing merit badge introduces Scouts to the thrilling and challenging world of climbing and rappelling. Learn about equipment and techniques in this class designed for older Scouts. Prerequisites include 14 years of age, good hiking boots, read over MB pamphlet, and are in good physical shape. Scouts may wish to bring rappelling gloves, climbing helmet, rock shoes, and a chalk bag. All other climbing gear is provided. Do not bring anything else, as we will not be responsible for its loss.

A rappelling/climbing segment is available to those who participate in this program.

## Specialty Offerings

**BSA Lifeguard:** A challenging all day, all week endeavor for those hearty enough for the challenge. Here you will learn lifeguarding techniques and skill to last a lifetime. Participants need to have completed swimming, lifesaving, rowing, and canoeing merit badges prior to participation in this 14 year old and older program. CPR card is needed for completion.





**Mile Swim:** This week long challenge is only for those physically fit swimmers ready to learn about training and stamina.

**Snorkeling BSA:** There is no better location for this program than at Camp Melakwa. The crystal clear lake offers a great opportunity. Class size may be limited to equipment on hand. So be first to sign up.

**Guest Speakers:** We will have visitors throughout the week to assist our staff in providing a great program. Guest speakers and instructors may include those in the following fields: Astronomy, Archaeology, Low Impact Camping, Fly Fishing, Drug Abuse Prevention, and maybe others. So make sure to find out upon your arrival, the schedule of guest, so you can take advantage of the opportunities.

**Rappelling:** This stimulating opportunity is offered in the late afternoon for anyone 13 years or older to come by and learn about. Once completing an orientation session, you will have an opportunity to rappel off of real rock!! A great adventure! A segment for uniform wear will be available for purchase in the trading post upon completion.

## Camp Melakwa Program Schedule

Merit Badge	Notes	8:30-9:20 am	9:30-10:20	10:30-11:20	1:00-1:50 pm	2:00-2:50	3:00-3:50	4:00-4:45
<b>Aquatics</b>								
CANOEING	A		XXXXX	XXXXX	Aquatics Open Area			
LIFESAVING	A	XXXXX	XXXXX					
ROWING	A	XXXXX	XXXXX	XXXXX				
SWIMMING	A	XXXXX	XXXXX	XXXXX				
SNORKELING	A,D				XXXXX	Open Area		
MILE SWIM	A			XXXXX				
BSA LIFEGUARD	A,C	All Day Appointment			All Day Appointment			
<b>Climbing</b>								
CLIMBING	A,C	8:30-9:50/10:00-11:20					Open Area	
RAPELLING	C,D					Open Area		
<b>Ecology</b>								
ASTRONOMY	A,E				XXXXX	<b>Ecology Open Area</b>  Rank Advancement  Merit Badge Make Up  Arrow Head Trail  Nature Trail		
ENV. SCIENCE	A	XXXXX	XXXXX					
FISHING	A			XXXXX				
FLY FISHING	A		XXXXX					
GEOLOGY	A			XXXXX				
NATURE	A	XXXXX						
MAMMAL STUDY	A				XXXXX			
WEATHER	A		XXXXX					
<b>Handicraft</b>								
ART	B	XXXXX	XXXXX			Handicraft Open Area		
BASKETRY	B	XXXXX			XXXXX			
INDIAN LORE	B		XXXXX	XXXXX	XXXXX			
LEATHERWORK	B	XXXXX			XXXXX			
WOODCARVING	B		XXXXX	XXXXX				
<b>Scoutcraft</b>								
CAMPING	A	XXXXX	XXXXX		XXXXX	Scoutcraft Open Area		
PIONEERING	A		9:30-11:20					
WILDERNESS SURVIVAL	A	XXXXX	XXXXX					
SCOUT SKILLS		Open Area						
<b>Shooting Sports</b>								
ARCHERY	B	XXXXX	XXXXX		Shooting Sports Open Area			
RIFLE	B		XXXXX	XXXXX				
SHOTGUN SHOOTING	B,	XXXXX		XXXXX				

**XXXXX** – Indicate Merit Badge class sessions

**Open Area** – Indicate just that the area is available to anyone interested

Notes:

- Scouts should read complete Merit Badge book before arriving at camp.
- Some cost will be involved in the taking of the badge.
- Age requirement of 14 years old.
- Certificate, not merit badge.
- Need three clear nights.

Merit badge skill instructors are emphasized at the specific time. Every effort will be made to accommodate your unique circumstances.

**This schedule is Subject to Change Based upon Counselor Availability.**

## Preparing to Hike at Melakwa

### Day Hikes Carry:

- 🇨🇦 Lunch
- 🇨🇦 Sunglasses/Sunscreen
- 🇨🇦 2 Quarts of Water (Required)
- 🇨🇦 Rain Gear
- 🇨🇦 Light Jacket or Sweater
- 🇨🇦 Other Optional Gear

### Overnighters Carry:

- 🇨🇦 Day Hike Equipment, plus:
- 🇨🇦 Requires all Meals and Overnight Gear
- 🇨🇦 (See Boy Scout Handbook)

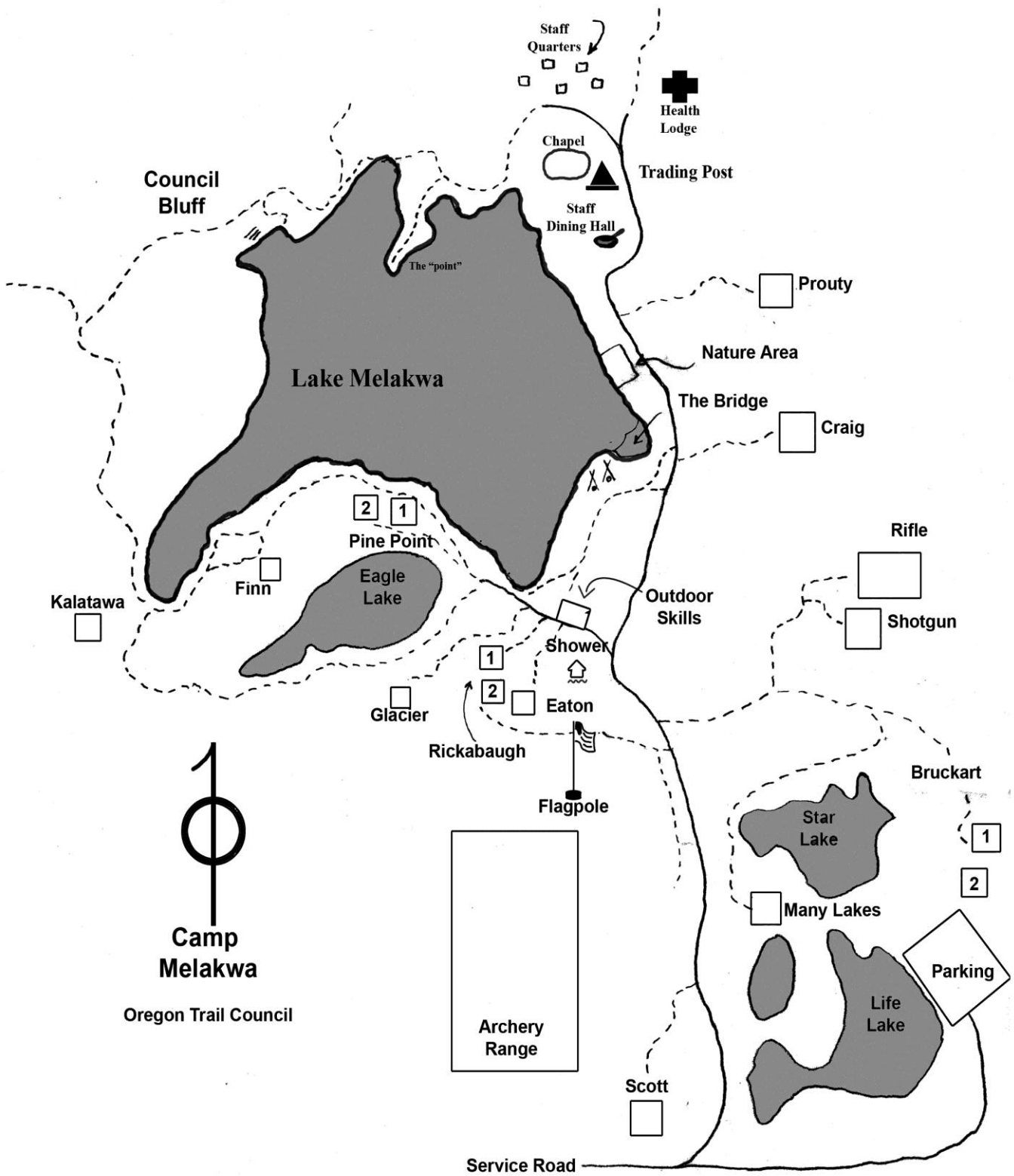
### Middle Sister Climb

- 🇨🇦 Day Hike Equipment, plus:
- 🇨🇦 Requires all Meals and Overnight Gear
- 🇨🇦 (See Boy Scout Handbook)
- 🇨🇦 **Plus:**
- 🇨🇦 Flashlight
- 🇨🇦 Warm Clothes including Hat and Gloves
- 🇨🇦 Boots (Waffle Sole, Heavy, Waterproof)
- 🇨🇦 Ice Axe (if you have one)
- 🇨🇦 Lunch (for day climb)
- 🇨🇦 Sunglasses/Sunscreen



## Schedule Planner

	SUN	MON	TUE	WED	THU	FRI	SAT
8:00 am							
9:00 am							
10:00 am							
11:00 am							
12:00 am	Check-in Swim checks Set-up	Lunch Preparation					Leave Camp
1:00 pm							
2:00 pm							
3:00 pm							
4:00 pm							
5:00 pm	Dinner Preparation						
Evening	Campfire			Chapel OA Rededication	The Happening 7:00	Closing Campfire	



# Notes