

Troop: _____ Campsite: _____

BMM Patrol: _____

Name: _____



BASHORE SCOUT RESERVATION

Welcome to Bashore Scout Reservation. We know that you will have an enjoyable week as you learn many of the skills you will need to help you advance from Tenderfoot to 2nd Class to 1st Class. Our goal as the Blue Mountain Man Staff is to do all we can to help you complete as many of the requirements for those three ranks as we can.

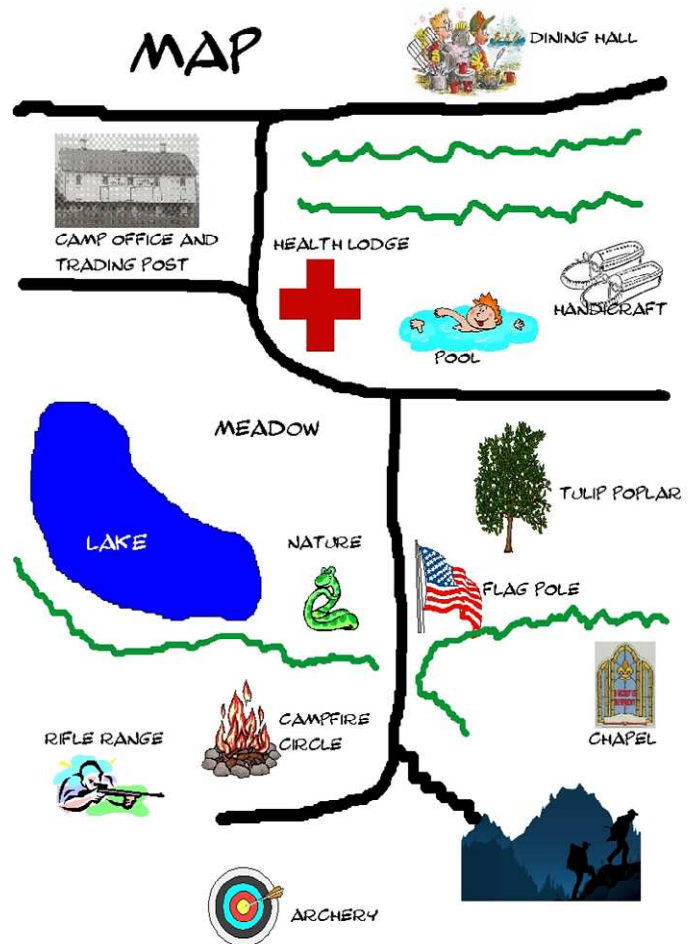
Some of the things you will learn this week are knot tying and lashing, special swimming skills, fire building, knife and ax skills, and a few others. You will also spend some time on the rifle range, have an over-nighter on Wednesday, and do some Merit Badge work.

Be sure to bring this pocket guide with you to the Blue Mountain Man area each day. It will give you information on what you will be doing each day and will be used to keep track of what you have achieved.

So get ready to have fun and welcome to the Blue Mountain Man Program.



STAFF AUTOGRAPHS



Monday

- Scout Spirit
- Buddy System & Bullying - T5, S9b
- Patrol Method - Scout3a, Scout3b
- Flag Raising and Ceremony - T7a, S8a, S8b
- Safe Hiking Rules - T5b, T5c
- Nature Hike
- Evidence of Animals - S4
- Poisonous Plants - T4b
- 10 Native Plants - F5a
- Swimming Skills
- Safe Swim Defense - S5a
- Swimming Ability - S5b

Tuesday

- First Aid
- Tenderfoot First Aid Skills - T4a
- Hurry Cases - S6b
- Fire Building
- Cooking Fires - S2a, S2b, S2c
- Swimming Skills
- Water Rescues - S5c, S5d
- First Aid
- Heart Attack and CPR - F7c

Wednesday

- Knots and Lashings
- Whipping and Fusing Ropes - Scout4b
- Square Knot, Two Half Hitches, Taut-line Hitch - Scout4b, T3a, T3b, T3c
- First Class Hitches and Lashings - F3a, F3b, F3c
- Bowline & Sheet Bend - S2f, S2g
- Swimming
- Water Rescue Relay Races
- Lashings
- Useful Camp Gadget - F3d
- Outpost
- Leave No Trace - S1b
- Finding Directions at Night - S3d (part 1)

Thursday

- Woods Tools
- Knife, Ax, and Saw Safety - T3d
- First Aid
- Bandages - F7a
- Transporting Injured Persons - F7b
- Swimming
- Fire Building
- Fire Building Race

Friday


- Finding Directions
- Map and Compass - S3a
- Finding Directions Without a Compass - S3d (part 2)
- Orienteering Course - F4a


One patrol will go climbing each day, and one will go to the Rifle Range each day.


All Blue Mountain Men will have one Merit Badge period daily.


Blue Mountain Man Program Completed Requirements

Your BMM Counselor will initial each requirement as you complete it.
Once completed, show this page to your Scoutmaster.

Scout	
	
3a	_____
3b	_____
4a	_____

Tenderfoot	
	
3a	_____
3b	_____
3c	_____
3d	_____
4a	_____
4b	_____
5a	_____
5b	_____
5c	_____
7a	_____

Second Class	
	
1a	_____
2a	_____
2b	_____
2c	_____
2f	_____
2g	_____
3a	_____
3d	_____
4	_____
5a	_____
5b	_____
5c	_____
5d	_____
6b	_____
8a	_____
8b	_____
9b	_____

First Class	
	
3a	_____
3b	_____
3c	_____
3d	_____
4a	_____
5a	_____
7a	_____
7b	_____
7c	_____