

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.

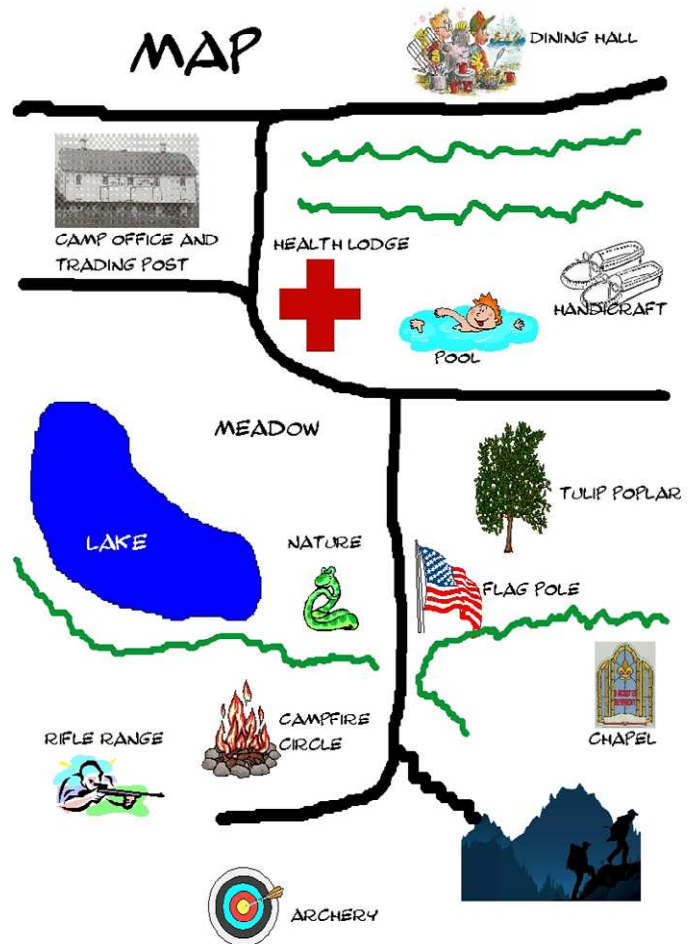
Some of the things you will learn this week are knot tying and lashing, special swimming skills, fire building, knife and ax skills, and a few others. You will also spend some time on the rifle range, have an over-nighter on Wednesday, and do some Merit Badge work.

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




## 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.




**First Class**

3a _____	4a _____
3b _____	3d _____
3c _____	7a _____
6e _____	7b _____
7a _____	7c _____



**Second Class**

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



**Tenderfoot**

1b _____	4a _____
3b _____	4a _____
5a _____	3d _____
4b _____	5c _____
	5b _____
	7a _____



**Scout**

3a _____	5 _____
3b _____	4b _____
4a _____	

All Blue Mountain Men will have one Merit Badge period daily.  
One Patrol will go to the Rifle Range each day.

- Monday**
- Scout Spirit
  - Buddy System - T5a
  - Bullying - 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
  - 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 - Scout4a, T3a, T3b, T3c
  - First Class Hitches and Lashings - F3a, F3b, F3c
  - Sheet Bend & Bowline - S2f, S2g
  - Swimming
  - Water Rescue Relay Races
  - Lashings
  - Useful Camp Gadget - F3d
  - Outpost
  - Sleep in a tent you helped pitch - T1b
  - Leave No Trace - S1b
  - Finding Directions at Night - S3d (part 1)
- Thursday**
- Woods Tools
  - Knowledge of Knife Safety - Scout5
  - 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)