

Please use this sheet as a worksheet. Actual registration should be done online.

PERIOD ONE 9:00 - 9:50		#
Archery†		
Basketry†		
Canoeing		
Cooking***		
Emergency Prep.		
Environmental Science		
Fish & Wildlife Mgt.		
Indian Lore†		
Instructional Swim*		
Kayaking		
Lifesaving		
Metalwork†		
Pioneering†		
Rifle Shooting		
Rowing		
Swimming		
Weather		

PERIOD TWO 10:00 - 10:50		#
Archery†		
Art†		
Canoeing		
Chemistry		
C.O.P.E. (2 hrs.)**		
Emergency Prep		
First Aid		
Instructional Swim*		
Kayaking		
Leatherwork†		
Lifesaving		
Mammal Study		
Metalwork†		
Orienteering		
Rifle Shooting		
Sailing (2 hrs.)**		
Space Exploration†		
Swimming		

PERIOD THREE 11:00 - 11:50		#
Advanced Shooting^		
Archery†		
Canoeing		
Cooking***		
Entrepreneurship‡		
Environmental Science		
Instructional Swim*		
Leatherwork†		
Lifesaving		
Metalwork†		
Nature		
Pioneering†		
Rowing		
Soil & Water Conserv.		
Space Exploration†		
Swimming		
Wood Carving†		

PERIOD FOUR 2:00 - 2:50		#
Advanced Archery^^		
Camping		
Chemistry		
First Aid		
Geology		
Indian Lore†		
Kayaking		
Leatherwork†		
Leave No Trace*		
Medicine		
Paddleboarding^^^		
Reptile & Amph. Study		
Sailing (2 hrs.)**		

PERIOD FIVE 3:00 - 3:50		#
Art†		
Climbing (2 hrs.)**		
Electronics		
Emergency Prep		
Environmental Science		
First Aid		
Geocaching		
Kayaking		
Nature		
Oceanography		
Paddleboarding^^^		
Sculpture		
Shotgun (2 hrs.)**		

PERIOD SIX 4:00 - 5:00		#
Astronomy		
Camping		
Energy		
Forestry		
Mile Swim*		
Signs, Signals, Codes		
Wilderness Survival		

For BMM Scouts only	
Art (BMM)†	
Basketry (BMM)†	
Leatherwork (BMM)†	
Mammal Stud. (BMM)	

INDEPENDENT STUDY: by appointment with counselor	
Bird Study	
Bugling	
Hiking	
Insect Study	
Music	
Scholarship	
Fingerprinting (only offered during open program time)	



^ **Advanced Shooting Sports:** Must have earned both Rifle and Shotgun merit badges prior to camp. This is not a merit badge.

^^ **Advanced Archery:** Must have earned Archery merit badge prior to camp. This is not a merit badge.

^^^ **BSA Stand Up Paddleboard:** Must have passed the swimmers test. This is not a merit badge.

* **Instructional Swim, Leave No Trace, & Mile Swim:** Open to both Scouts and adult leaders. These are not merit badges.

** **COPE, Climbing, Sailing, & Shotgun:** Classes are 2 hours each. Scouts signed up for these classes won't be able to take other badges that have a time conflict. Plan accordingly.

*** **Cooking:** 1st period cooking starts at 8:00, immediately after flags, and goes through breakfast. 3rd period cooking extends into lunch and possibly siesta.

† **Vouchers:** These registrations require vouchers to claim supplies. Vouchers will be distributed upon arrival at camp.

‡ **Entrepreneurship:** Only meets during period 3 on Monday through Thursday. There is no merit badge session on Friday.

Shaded boxes represent **Blue Mountain Men badges only**. BMM Scouts may only choose one merit badge to work on due to programming and time limitations.

** Note: This form should be used as a worksheet only. Actual registration for merit badges should be done online at Tentaroo. **

PLEASE ONLY USE THIS SHEET AS A WORKSHEET FOR REGISTRATION. REGISTRATION FOR MERIT BADGES SHOULD ONLY BE DONE ONLINE. PLEASE DO SO TWO WEEKS PRIOR TO YOUR ARRIVAL AT CAMP.