

Please use this schedule as a worksheet. Actual registration should be done on Tentaroo.

PERIOD ONE	
9:00 - 9:50	#
Archery†	
Basketry†	
Build It! (3 hrs.)§	
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***	
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	
Film It! (3 hrs.)§	
First Aid	
Geology	
Indian Lore†	
Kayaking	
Leatherwork†	
Leave No Trace*	
Medicine	
Paddleboarding^^^	
Reptile & Amph. Study	
Sailing (2 hrs.)**	
Textile	

PERIOD FIVE	
3:00 - 3:50	#
Art†	
Climbing (2 hrs.)**	
Electricity	
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.

§ **STEM:** The Build It! program is held during periods 1, 2, and 3. The Film It! program is held during period 4, 5, and 6. Scouts may sign up for one or the other, not both.

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 SCHEDULE AS A WORKSHEET FOR REGISTRATION. ACTUAL REGISTRATION FOR MERIT BADGES SHOULD ONLY BE DONE ON TENTAROO BEGINNING APRIL 2.