

Please fill in the number of Scouts taking the badge in the corresponding class period.

PERIOD ONE 9:00 - 9:50		#
Archery		
Basketry		
C.O.P.E.^ (3 hrs.)		
Canoeing (2 hrs.)**		
Emergency Prep.		
Environmental Science		
Fish & Wildlife Mgt.		
Horsemanship (2 hrs)**		
Indian Lore		
Kayaking		
Lifesaving		
Metalwork		
Pioneering		
Rifle Shooting		
Rowing		
Swimming		
Weather		

PERIOD TWO 10:00 - 10:50		#
Archery		
Art		
Canoeing (2 hrs.)**		
Emergency Prep		
First Aid		
Leatherwork		
Lifesaving		
Mammal Study		
Metalwork		
Nature		
Orienteering		
Rifle Shooting		
Rowing		
Sailing (2 hrs.)**		
Space Exploration		
Swimming		

PERIOD THREE 11:00 - 11:50		#
Archery		
Cooking		
Environmental Science		
Fishing		
Kayaking		
Leatherwork		
Lifesaving		
Metalwork		
Pioneering		
Rifle Shooting		
Soil & Water Cons.		
Space Exploration		
Swimming		
Wood Carving		

PERIOD FOUR 2:00 - 2:50		#
Adv. Archery ^^		
Camping		
Canoeing (2 hrs.)**		
Chemistry		
First Aid		
Geology		
Indian Lore		
Kayaking		
Leatherwork		
Leave No Trace *		
Nature		
Reptile & Amph. Study		
Sailing (2 hrs.)**		
Wood Carving		

PERIOD FIVE 3:00 - 3:50		#
Art		
Climbing (2 rhs.)		
Electronics		
Emergency Prep		
Environmental Science		
First Aid		
Geocaching		
Mammal Study		
Nature		
Oceanography		
Rowing		
Shotgun MB (2 hrs.)**		

PERIOD SIX 4:00 - 5:00		#
Astronomy		
Camping		
Energy		
Forestry		
Mile Swim		
Nature		
Salesmanship		
Wilderness Survival		

For BMM participants only	
Art (BMM)	
Basketry (BMM)	
Mamm. Study (BMM)	
Leatherwork (BMM)	



Note: This form should be used as a worksheet only. Register for merit badges online: tinyurl.com/2013bashoreweek#

where "#" is the week you will be at camp (e.g., tinyurl.com/2013bashoreweek1). You will need a Google Drive account to register your Troop for merit badges. Contact the Camp Director for access to the registration system.

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

^ C.O.P.E. runs until noon. Do not schedule any other activities from 9:00-12:00. Must be 14+.

^^ Adv. Archery: Must have earned Archery merit badge prior to camp.

* LEAVE NO TRACE is open to both Scouts and Adult Leaders.

** Canoeing, Climbing, Horsemanship, Sailing, and Shotgun: Classes are 2 hours each.

Scouts signed up for these badges will not be able to take other badges that have a time conflict. Please plan accordingly.

Total number of Scouts who will participate in the:	
Blue Mountain Men program (for first year campers)	
Green Bar program (Scouts 12+ years old, or 2nd year Scouts)	
Trailblazer program ("older boy" program, must be at least 14)	

Troop # _____ Date in Camp: _____
 District / Council: _____
 Leader in Charge: _____
 Phone/E-Mail Address: _____

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

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.