

MERIT BADGE, ADVANCEMENT, AND ACTIVITY SIGN UP

Scoutmasters: Mark in order of the Scouts' preference and submit in April using Tentaroo to camp. Then bring this with you to camp in case of changes. Provide each Scout with a printed Tentaroo schedule just for them. Troop # _____ Campsite _____ Page _____ of _____ Scout Name	Rock ON! (additional fees) Cmap Morrison Only	Tenderfoot	Second Class	First Class	Archery	Astronomy (1-hour + outpost)	Basketry (Evening Workshop)	Canoeing (1.5-Hour)	Chess (Evening Workshop)	Climbing (1.5 hours)	Emergency Preparedness.	First Aid	Fishing (1-hour + 3-hour AM outposts)	Fish & Wildlife/Soil & Water (1-hour)	Fly Fishing (1-hour + 3-hour AM outposts)	Forestry	Leatherwork (Evening workshop + individual effort)	Lifesaving (1.5-hour)	Nature/Mammal Study (1-hour)	Orienteering (2-hour plus evening workshops)	Pioneering (2-hour plus evening workshops)	Rifle Shooting (1.5 hour)	Rowing (1.5-hour)	Sculpture/Woodcarving Evening Workshop + Effort	Shotgun Shooting (1.5 hour if offered)	Small Boat Sailing (1.5-hour) Camp Morrison Only	Kayaking (1-hour) Camp Bradley Only	Swimming (1.5-hour)	Mile Swim (1.5-hour)	Wilderness Survival (1-hour + Outpost)							