

2013 TVSR Program Schedule

Please make an alternate schedule
and schedule some free time.

Solid color blocks denote continual class

Area	Merit Badge	9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	Lunch	1:30-2:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	
Ecology / Conservation	ENVIRONMENTAL SCIENCE	prepare							prepare						
	Fishing	meet together											meet together		
	Fly Fishing	meet together											meet together		
	Chemistry														
	Soil and Water Conservation														
	Fish and Wildlife Management														
	Reptile and Amphibian Study														
	Space Exploration														
	Pulp & Paper														
	Nature														
	Forestry														
	Mammal Study														
	Insect Study														
			Note nature, insect, mammal, forestry are separate and are not a 4 /1 class! All requs must be done in each to earn												
	Astronomy Program		Not MB unless discussed prior with camp director. Offered on Tues night following Ice Cream Social. rain or shine!												
Scoutcraft	Pioneering														
	Orienteering														
	Geocaching														
	CAMPING*														
	Wilderness Survival														
	HIKING/Backapcking														
	Indian Lore			attend m night							attend m night				
	COOKING* partial		M, W, TH 6:30-8 : requirements needing cooking food will not be done in class. SM note will be accepted												
Aquatics	LIFESAVING			not recommended 1st yr						not recommended 1st year					
	SWIMMING	know strokes							know strokes						
	Canoeing	not 1st yr recmd									not 1st yr recmd				
	Small Boat Sailing														
	Snorkeling BSA														
	BSA Lifeguard	M-F 9-11:45 and 1:30-4:45 To complete Cert must have/ earn outside camp CPR for Pro, Healthcare or lifeguard													
	Mile Swim														
	Kayaking														
	stroke improvement	offered M, W, Th evening; please speak w/ WF Director								offered M, W, Th evening; please speak w/ WF Director					
	Free Swim						to 11:45							to 4:45	
Free Boating															
		SM CAN SCHEDULE TROOP SWIM DURING SIESTA + EVENING WITH QUALIFIED SUPERVISORS HOLDING SAFE SWIM DEFENSE: see WF Dir.													
Handicraft	Art														
	Leatherwork														
	Basketry														
	Wood Carving														
	Wood Working														
	Aviation *														
	Metal Working	M, W, TH evenings													
Open handicraft	M, W, TH evenings to work on merit badge projects or special Handicraft projects offered in acorn														

Basketball, volleyball and disc golf open to all if scout signs out equipment, see sports or prog dir

current 7/7/14

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Shooting MBs require qualifying rounds and practice during open time, mb not recommended for 1st yrs.															
Shooting Sports	Archery MB			not rec. 1st yr						not rec 1st yr					
	Rifle MB	not rec for 1st yr										not rec 1st yr			
	Open Rifle Shooting														
	Open Archery														
	Shot Gun Shooting	Open to Scouts age 14 or older and able to handle a 12 gauge shotgun. The Acorn will list days and times offered.													
Field Sports	Sports*														
	Athletics*														
	PERSONAL FITNESS**					M, W, F								M, W, F	
First Aid	FIRST AID	come prepared							come prepared						
	EMERGENCY PREP			come prepared							come prepared				
	Fingerprinting					T, F								T, F	
	Search and rescue					M, W, TH								M, W, TH	
COPE	COPE: Week long								Leave at 12:30-COPE @ CAMP RESOLUTE back @ 4:45						
	Open COPE	Mon: Open climbing; Wed: Scoutmaster COPE experience													
Program/Merit Badges	Brown Sea Island (BSI)	Group 1: Morning Section Program.								Group 2: Afternoon Section Program					
	COMMUNICATIONS*	Offered Monday, Wednesday, and Thursday during Evening Program													
	CITIZENSHIPS in Nation, World *	Evening s M, W, TH. Scouts must be prepared for these badges. Show proof of pre-requs or complete in camp													
	PERSONAL MANAGEMENT**	Offered during Evening Program. Check The Acorn for which days. Life rank Scouts only who have read the book.													

The Program Schedule is subject to change based on enrolment and instructor availability

*Denotes a badge that will require work outside of camp that will need a letter from their leader that the requirement had been fulfilled. Otherwise there is a chance a scout will get a partial

** Denotes a merit badge that requires a considerable amount of time (90 days) based on the requirements of the badge. It is important that a Leader or qualified trainer, and or unit sign off on these requirements. Otherwise the expectation is the scout will

Evening Program Opportunities - Offered between 6:30-8pm - Please refer to Acorn for SPECIFICS.
Climb on safely offered by request, speak with Camp Director

<p>Sunday: Pictures Check in med check swim check dinner -Find Out Fair -Religious Services -Opening ceremony and Campfire</p>	<p>Monday: -SCUBA Experience (age 14+) -Safe Swim Defense -Safety Afloat -LNT Training (Scoutcraft) -Worc Inter Tribal Council Demonstraion/discussion -Disc Golf Tournament -SCOUTCRAFT: Tot'n Chip / Fireman Chit, Knot Sure -Open Archery -Junior Shooting Award -Open Handicraft (work on mb projects or make your own fishing lure) -Bass fishing tournament</p>	<p>Tuesday: -Magee Day Games 6:30 Boonesville -OA Hour of Service 4pm -OA Ice Cream Social and Sash Meeting for all Arrowmen ;8PM -Astronomy night; starting at 8:30 Meets at East Lodge Note-This is not a MB, but if Scout wants to get work on badge, speak w/ C_Director</p> <p>Wednesday: -Theme related activity (4:30-5:30) Scoutcraft Dutch oven -Swamp Romp</p>	<p>Thursday: -Climb on Safely -Open Shotgun -Black Powder -Archery - Tournament of Champions -YouGatta Regatta (during siesta) -Overnight Wilderness Survival -Open Handicraft -Volleyball Tournament open boating -swamp romp</p>	<p>Friday: -Family dinner 5:30 -Closing Flag Ceremony -OA Tap Out -Closing Campfire</p> <p>Meds are dispensed daily just prior and after meals and at 9pm at East Lodge med office. Scouts must have a unit leader present. Unit leaders are responsible to get their scouts to meds. If an issue with this they must speak with CD or Health officer</p>
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Scouts earning a partial badge at camp their week, cannot just enter camp another week to complete.
We ask that a unit leader speak w/ Scout and camp director prior to leaving camp, to make a plan that can work well for all involved.

Bold Badges are Eagle Required Badges; Scouts must have mb pamphlets and have read material to remain in course.

Basketball, volleyball and disc golf open to all if scout signs out equipment, see sports or prog dir