## 2018 TVSR Merit Badge Schedule

Activity / Badge 9:30-10:24

9:30-10:24 10:30-11:24 1:30-2:24 2:30-3:24 3:30-4:29

Handicraft	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Animation						Req. 5 - Research before camp or at camp.	
Art						Req. 13 - Visit art museum.	
Basketry							\$
Chess							
Engineering						Req. 4 - Meet with Professional Engineer.	
Indian Lore							\$
Inventing						Req. 8 - Visit Museum or Related Club Membership.	
Leatherwork							\$
Plumbing							\$
Programing						Req 1a - CyberChip Required	
Space Exploration							\$
Woodcarving						Req. 2a - Totin' Chip Required	\$

Scout Craft	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Camping						Reqs. 4b, 5e, 9 - Camping Requirements must be completed with Troop on Campouts.	R
Cooking						More cooking and meal planning required.	R
Fire Safety						Req. 11 - Visit a fire station - or fire truck.	
Geocaching							
Hiking + Backpacking						Partial - Needs extended trips and camping.	R
Orienteering						Compass needed. (Available in Trading Post)	
Pioneering							
Wilderness Survival						Scouts should be prepared to do an overnight in a self-made shelter while at camp.	
Totin' Chip						Knife needed. (Available in Trading Post) Drop-In Class. No Registration required.	6
Firem'n Chit						Drop-In Class, no registration required.	6

Ecology CONservation	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Animal Science							
Astronomy							
Bird Study							
Chemistry						Req. 7 - Research before camp or at camp.	
Environmental Science							R
Fish & Wildlife						F&W Req. 8 - Research before camp or at camp.	
Management + Nature							
Gardening						Req. 2 - Grow 12 plants from seedlings. Req. 5 - Visit a Nursery, Aboretum, etc.	
Geology							
Insect Study + Reptile & Amphibian Study						I/S Req. 9 - Raise insect from larval stage to adult stage. R/A/S Req. 8 - Study/Maint. Reptile for at least 1 Month.	
Mammal Study							
Soil & Water Conservation							
Weather							

\$ = Trading Post Kit Required | ® = Eagle Required | • = Special Program | • = Fun Activity

My Schedule Planner	Block 1	Block 2	Block 3	Block 4	Block 5	Notes
Preferred						
Alternate						

## Continued on second page.

\*\*Summarized. See MB Books. Anything completed before camp must have signed note or other evidence.

\*Block 5 is Open Block.

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Field Sports & Health	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Athletics + Sports						Athletics Reqs. 3 and 5 & Sports Reqs. 4 and 5. Must be completed over several months.	
Emergency Prep.						Req. 8b - Prepare an emergency service pack. Class requires extensive homework at camp.	®
Family Life						Reqs. 2, 3, 4, 5, 6b - Cannot be completed at camp with out proof of work at home.	®
First Aid						Req. 2d - Prepare a first aid kit for your home. Bring it to camp.	R
Fishing						Req 9 Catch at least one fish and identify it. (Not gaurenteed to be done at camp.)	
Personal Fitness						Req. 8 - Log Fitness Program Activity for 3 months.	R
Skating						Bring your own roller skates if desired.	

Waterfront	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Canoeing							
Instructional Swim							•
Kayaking							
Lifesaving						Must be 1st Class or Above - Physically Challenging	R
Mile Swim BSA						Mon-Wed Training for Thur Test	5
Motorboating							
Rowing							
Safe Swim Defense						Must make appointment if not pre-registered.	\$
Training						Must make appointment if not pre-registered.	Ð
Safety Afloat Training						Must make appointment if not pre-registered.	6
Small Boat Sailing							
Snorkeling BSA							\$
Swimming							R
Open Boating						Drop-In. No registration required. (Must have boat buddy)	•
Open Swimming						Drop-In. No registration required. (Must have swimming buddy)	•

C.O.P.E & Climbing	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Project C.O.P.E				Same Class		Must be 14 or older.	6
Climbing	Same	Class					

Brown Sea Island (BSI)	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
First Year Camper Program	Same	e Class	Same	e Class		Choose 1, morning or afternoon session.	\$

Shooting Sports	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Archery	Same	· Class					
Rifle Shooting	Same	Class					
Shotgun Shooting			Same Class				
Open Rifle Shooting						Drop-In. No registration required. (First-Come First-Serve)	•
Open Archery Shooting						Drop-In. No registration required. (First-Come First-Serve)	•
Open Paint Ball						Drop-In. No registration required. (First-Come First-Serve)	•

Trading Post	Block 1	Block 2	Block 3	Block 4	Block 5*	Prerequisites** / Notes	!
Salesmanship							
Public Speaking						Meet at East Lodge	
Photography						Req. 1b - Cyber Chip Required. Bring own Camera if desired. DSLR preferred, Smart Phone acceptable.	

\$ = Trading Post Kit Required |  $\circledast$  = Eagle Required | \$ = Special Program |  $\bullet$  = Fun Activity

\*Block 5 is Open Block.