# Monday – Friday Merit Badge Schedule

Additional classes may be available during your week at camp. (Twilight and Regular classes) Information will be available when you arrive and we are always happy to adjust classes as needed.

<table>
<thead>
<tr>
<th>Aquatics (Water Front)</th>
<th>8:30-9:30</th>
<th>9:45-10:45</th>
<th>11:00-12:00</th>
<th>2:00-3:00</th>
<th>3:15-4:15</th>
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</thead>
<tbody>
<tr>
<td>Canoeing</td>
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<td></td>
<td></td>
<td>Canoeing</td>
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<tr>
<td>Kayaking</td>
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<tr>
<td>Small Boat Sailing</td>
<td>Swimming*</td>
<td>Swimming*</td>
<td>Small Boat Sailing</td>
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<tr>
<td>Sailing</td>
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<tr>
<td>Motor Boating</td>
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<td></td>
<td></td>
<td></td>
<td>Water Sports</td>
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<tr>
<td>Lifesaving*</td>
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<tr>
<td><strong>BSA Lifeguard</strong></td>
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<td></td>
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<td>(This is an all-day course for entire week of camp)</td>
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<table>
<thead>
<tr>
<th>Ecology and Science (Ecology Pavilion)</th>
<th>8:30-9:30</th>
<th>9:45-10:45</th>
<th>11:00-12:00</th>
<th>2:00-3:00</th>
<th>3:15-4:15</th>
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</thead>
<tbody>
<tr>
<td>Bird Study</td>
<td></td>
<td>Environmental Science</td>
<td>Soil &amp; Water Conservation</td>
<td>Nature</td>
<td>Environmental Science</td>
</tr>
<tr>
<td>Fishing</td>
<td>Fish &amp; Wildlife</td>
<td>Mammal Study</td>
<td>Chemistry</td>
<td></td>
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<tr>
<td>Reptile and Amphibians</td>
<td>Geology</td>
<td></td>
<td>Space Exploration</td>
<td>Pulp and Paper</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Trail to Eagle (Eagle Classroom)</th>
<th>8:30-9:30</th>
<th>9:45-10:45</th>
<th>11:00-12:00</th>
<th>2:00-3:00</th>
<th>3:15-4:15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Citizenship in the Community</td>
<td></td>
<td>Citizenship in the Nation</td>
<td>Communications</td>
<td>First Aid</td>
<td>Citizenship in the World</td>
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<tr>
<td>First Aid</td>
<td></td>
<td>Emergency Preparedness</td>
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</tbody>
</table>

*Swimming*
### Field Sports (Sport Field Pavilion)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30-9:30</td>
<td>Athletics, Personal Fitness*</td>
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<tr>
<td>9:45-10:45</td>
<td>Geocaching, Game Design (Field Sports option)</td>
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<tr>
<td>11:00-12:00</td>
<td>Golf</td>
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<td>2:00-3:00</td>
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<tr>
<td>3:15-4:15</td>
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### Scoutcraft and Handicraft (Handicraft Pavilion and Admin)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30-9:30</td>
<td>Camping*, Orienteering, Signs, Signals, and Codes, Wilderness Survival</td>
</tr>
<tr>
<td>9:45-10:45</td>
<td>Pioneering, Chess, Cooking*</td>
</tr>
<tr>
<td>11:00-12:00</td>
<td>Woodcarving, Model Design and Building, Basketry, Art</td>
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<tr>
<td>2:00-3:00</td>
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<tr>
<td>3:15-4:15</td>
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### Jimmy Dyess First Year Camper (Dyess Pavilion)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activities</th>
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</thead>
<tbody>
<tr>
<td>8:30-9:30</td>
<td>Jimmie Dyess – First Year Camper Program</td>
</tr>
<tr>
<td>9:45-10:45</td>
<td>Dyess Program Swimming*, Dyess Program First Aid*</td>
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<tr>
<td>11:00-12:00</td>
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<tr>
<td>2:00-3:00</td>
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<tr>
<td>3:15-4:15</td>
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</table>

Dyess Program Swimming and First Aid are only available as part of the First Year Program.

### Shooting Sports (Sports Field Pavilion)

<table>
<thead>
<tr>
<th>Time</th>
<th>Activities</th>
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</thead>
<tbody>
<tr>
<td>8:30-9:30</td>
<td>Rifle Shooting, Advanced Rifle</td>
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<tr>
<td>9:45-10:45</td>
<td>Shotgun Shooting</td>
</tr>
<tr>
<td>11:00-12:00</td>
<td>Archery 1, Archery 2, Adv. Archery, Pistol</td>
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<tr>
<td>2:00-3:00</td>
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<tr>
<td>3:15-4:15</td>
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### Twilight Merit Badge Sessions

<table>
<thead>
<tr>
<th>Time</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday/Thursday (7:00-8:30)</td>
<td>Chess, Finger Printing, Astronomy, Leatherwork</td>
</tr>
</tbody>
</table>
KSR 2020 Summer Camp Merit Badge Descriptions

Aquatics Program Area

**BSA Lifeguard**: Required Age: 15 (This is also open to leaders)
This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend several hours a day (between 10:00am and 5:00 P.M.) in the Aquatics area. Physical strength, stamina, and the mental discipline to handle a great deal of written work is required. This program is recommended only for older Scouts and strong swimmers. American Red Cross First Aid and CPR / AED for the Professional Rescuer, or equivalent training courses from recognized agencies are required to complete the course. You must bring proof of current certifications in these areas to camp with you or the BSA Lifeguard card cannot be issued.

Aquatics Merit Badges

**All scouts must pass the Swimmer’s Test before beginning any Aquatics Merit Badge.** Scouts should have a swimsuit, towel, and sunscreen for each class session. Water shoes are recommended. **

**Canoeing** - This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques.
  
  Age: Not recommended for younger Scouts. Difficulty: Moderate

**Kayaking** - If you like canoeing, you will love kayaking! Students will learn proper care and maintenance of equipment, flat-water and paddling skills, and more advanced techniques such as the Eskimo Roll.
  
  Age: All ages Difficulty: Moderate

**Lifesaving** - This is a challenging MB that requires physical strength, stamina and decision-making ability. Scouts must have completed Swimming Merit badge.
  
  Age: Recommended Age is 12 Difficulty: Difficult

**Motor Boating** - Become the Captain of your own vessel as you take command of the boat and learn responsible operating techniques. There is a $25 fuel surcharge. (Note: Scouts will be operating Boats with engines in excess of 90 HP capable of reaching speeds of 40 mph)
  
  Age: 12 and older Difficulty: Moderate

**Small Boat Sailing** - Small and maneuverable, these small watercrafts test your ability to be in tune with the element of wind. Upon completion of the course, with weather and time permitting, scouts will have the opportunity to help sail our 20’+ sailboat around Lake Thurmond!
  
  Age: All ages Difficulty: Moderate

**Swimming** - One of the first Eagle-required merit badges that Scouts should attempt. Scouts will demonstrate swimming technique and learn skills to help keep them safe in the water.
  
  Age: All ages Difficulty: Moderate
**Water Sports** - Whether it is water skiing or wakeboarding, this exhilarating merit badge class will give you the opportunity to let loose on one of the premier lakes in Georgia! There is a $40 fuel fee for this class.

*Age: All ages*  
*Difficulty: Moderate*

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**Ecology and Science**

**Astronomy** - Scouts will learn about the constellations, planetary bodies, and (Basic) finding their way using the stars. Requirement 8 will be completed outside of class. It is the responsibility of the scout to attend the event that is planned. Class taught as a twilight course.

*Age: All ages*  
*Difficulty: Moderate*

**Bird Study** - Scouts will learn about the different species of Birds and the different songs and sounds of local bird species. Scouts will develop a journal for effective bird study. Requirement 5 can be completed at camp if you are willing to do the work outside of class. Bring binoculars, notebook and pencil.

*Age: All ages*  
*Difficulty: Moderate*

**Chemistry** - Chemistry explores how substances react with each other and why. Scouts earning their Chemistry Merit Badge will learn about safety equipment in a chemistry lab, construct a cartesian diver, and more. The MB is not recommended for younger scouts due to the activities involved.

*Age: 13 and older*  
*Difficulty: Moderate*

**Environmental Science** - Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate how the removal of vegetation affects water runoff as well as others. Scouts should make sure to bring paper and pencil.

*Age: Recommended age 12 and older*  
*Difficulty: Very Difficult*

**Fishing** - Scouts learn about fishing equipment and techniques. Scouts will have the opportunity to catch, clean and cook a fresh fish. Scouts may not be successful at completing requirements 9 & 10 completed at camp.

*Age: All ages*  
*Difficulty: Relaxing*

**Fish and Wildlife Management** - Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

*Age: All ages*  
*Difficulty: Moderate*

**Reptile and Amphibian Study** – This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp. Bring colored pencils.

*Age: All ages*  
*Difficulty: Easy*
**Geology** - Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth. Scouts should bring notebook and pencil.

- **Age:** All Ages
- **Difficulty:** Moderate

**Nature** - Students will identify the relationship between plants, soil, and animal life, including people. The participants will be able to identify and observe wildlife in their natural habitat.

- **Age:** All ages
- **Difficulty:** Moderate

**Mammal Study** - Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. Scouts will complete requirement 3 outside of class time.

- **Age:** All Ages
- **Difficulty:** Moderate

**Nuclear Science** – Students will learn the physics of nuclear science. They will see how cloud chambers are used and use electron microscopes. They will use radiation detectors to identify radioactive material. Class taught as a twilight course.

- **Age:** 13 and older
- **Difficulty:** Moderate

**Pulp and Paper** - This class will cover the history of papermaking, how paper is made, and how paper products are used in our society.

- **Age:** 12+
- **Difficulty:** easy

**Soil and Water Conservation** – Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

- **Age:** All ages
- **Difficulty:** Moderate

**Space Exploration** – (Cost $8 - $12 depending on model rocket style purchased) Scouts learn about the how and why of mankind’s journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class encourages creative thinking towards space and involves designing an unmanned space mission and a manned base on another planet.

- **Age:** All ages
- **Difficulty:** Moderate

### Field Sports

**Athletics** – Being involved in athletics is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes “to keep myself physically strong.” Scouts learn the importance of physical exams and maintaining healthy choices in diet and habits. They also learn the importance of first aid, and the signs and symptoms of sports related injuries. Requirements 3 and 5 will take 12 weeks to complete after camp.

- **Age:** All ages
- **Difficulty:** Moderate to difficult

**Game Design** – Scouts will learn how to put their creativity to work as they create a field sport game. Scouts should make sure to bring paper and pencil.

- **Age:** All ages
- **Difficulty:** Moderate
**Geocaching** – Scouts will learn about GPS Units and geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around KSR. Requirement 8 will not be completed at camp.

Age: All ages  
Difficulty: Moderate

**Golf** – Scouts will learn the history and proper etiquette of the sport of golf. Scouts will also be taught the fundamentals of the sport capping the week with golfing at Rocky Branch Golf Course. *Scouts will be responsible for his own greens fees. [www.rockybranchgolf.com](http://www.rockybranchgolf.com). **Scouts may bring their own clubs, clubs must be stored with camp administration when not in use.

Age: All ages  
Difficulty: Moderate

**Personal Fitness** – Scouts will understand the components of physical fitness, take an initial physical fitness assessment, and begin a plan to improve their condition. Requirement 7 will take 12 weeks to complete after camp.

Age: All ages  
Difficulty: Moderate

Scoutcraft

**Camping** - Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirement 9a and b cannot be completed at camp however, a scout’s week at KSR does count towards the 20 days and nights of camping.

Age: All ages  
Difficulty: Moderate

**Cooking** - This badge will teach a Scout to plan, prepare, and cook meals while camping. Requirement 4 will not be completed at camp. Requirement 6 will be started at camp but may not be completed.

Age: Recommended age 12 and older  
Difficulty: Easy to Moderate

**Orienteering** - Learn to use a map and compass to find your way. Plan your own orienteering course and compete with other scouts in a course at camp. Requirement 10 (Teach members of your troop about orienteering.) can be completed at camp if you work with Scoutmaster.

Age: All ages  
Difficulty: Moderate

**Pioneering** - Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, scouts should practice the knots for requirement 3.

Age: Recommended age 12 and older  
Difficulty: Difficult

**Signs, Signals and Codes** - Truly an amazing and useful merit badge, Signs, Signals, and Codes is intended to familiarize Scouts with several forms of communication that may or may not be new to them! Modern skills such as modern cryptology to more traditional skills such as Morse Code and semaphore are covered.

Age: All ages  
Difficulty: Moderate

**Wilderness Survival** - Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, and find safe drinking water. Scouts should bring their survival kit (requirement #5) with them to camp. We strongly recommend scouts earn camping merit badge before
On Thursday afternoon, the class will prepare for their overnight adventure. They will canoe out to Survivor Island, prepare and eat dinner, make their shelters and then return to camp Friday Morning.

Age: Recommended age 12 and older  
Difficulty: Difficult

**Handicraft Skills**

Many of these Merit Badges will require you to purchase a kit from the Trading Post to complete and the costs range from $5.00 to $25.00, depending on the kit.

**Art** - Participants will learn artistic techniques and use a variety of medium to create their own works. Requirement 6 must be completed prior to camp. Cost: $5.00 for materials used in class  
Age: All ages  
Difficulty: Easy

**Basketry** – The cost varies depending on the size and type of basket kit. The average cost for this merit badge ranges from $15-$20. Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a stool.  
Age: All ages  
Difficulty: Moderate

**Chess** – A merit badge that challenges you both mentally and strategically. If you are a Grand master or new to the game Chess Merit Badge is one that you will be able to learn and enjoy in the course of you week at camp.  
Age: All Ages  
Difficulty: Moderate

**Fingerprinting** – Scouts will learn how to fingerprint and examine fingerprints to identify how each fingerprint is unique.  
Age: All ages  
Difficulty: Easy

**Leatherwork** – Because of the variable costs of project kits, the average cost for this merit badge is $15-$20. The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.  
Age: All ages  
Difficulty: Moderate

**Model Design and Building** – Scouts will learn the value and purpose of architectural, structural, process, mechanical, and industrial models. They will work together to build one type of model. They will also work to build a special-effects model of a fantasy spacecraft. They will also learn about career opportunities where these skills are used. Scouts should try to complete requirements: 4 and 5 prior to camp. However, it is not a mandatory perquisite.  
Age: All ages  
Difficulty: Moderate

**Woodcarving** – Because of the variable costs of project kits, the average cost for this merit badge is $5-$10. This craft will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home.  
Age: All ages  
Difficulty: Moderate
Trail to Eagle

In most cases, these merit badges will not be fully completed at camp. The items that must be done outside of camp are listed in each description. Scouts are welcome to complete these items at home and bring documentation to camp. If they do so, the counselors will credit them for those requirements.

Citizenship in the Community – During this session, Scouts will learn about local and state government and how they can be better citizens by participating in government. This merit badge cannot be completed at camp unless prerequisites are completed. Requirements 3, 5, & 7 should be completed prior to camp and brought for approval.

Age: 12 and older
Difficulty: Difficult

Citizenship in the Nation – Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the Bill of Rights and the Constitution. Learn about some famous speeches and historical sites. Participants should bring the contact information for their US Senators and Congressman with them to camp for requirement 8. Either 2a, 2b or 2c must be completed at home.

Age: 12 and older
Difficulty: Difficult

Citizenship in the World – Scouts who study the Citizenship in the World merit badge will discover, not only that they are already citizens of a great nation, but how different countries interact and impact our world. After being able to understand and appreciate the values, traditions, and concerns of people in other countries, foreign nations will no longer be so foreign to our Scouts. Scouts should study each of the requirements before coming to camp. Information, notes, and/or materials for Requirements: 3, 4b, and 7 should be prepared and brought to camp for discussion and presentation.

Age: 13 and older
Difficulty: Difficult

Communication – During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5, 7, and 8 must be completed at home prior to camp.

Age: 12 and older
Difficulty: Difficult

Emergency Preparedness – Must have the First Aid Merit Badge. Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 7a, 7b, & 8b proof of creating and participating in a troop mobilization and a creating a personal emergency service pack MUST be done at home. Requirements 2c, 6b & 6c MUST be done at home and brought to camp to discuss.

Age: 13 and older
Difficulty: Difficult
First Aid – Scouts will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 1 and 5, should be completed prior to camp with documentation brought for approval. Scouts should have basic knowledge of First Aid and have completed most requirements for Tenderfoot through First Class.

Age: 12 and older
Difficulty: Difficult

Shooting Sports

All Shooting sports programs are instructed by NRA certified rifle, pistol, or shotgun instructors. Archery is instructed by a certified USA Archery Level II Instructor. All programs come under the guidance of a BSA National Camp School Shooting Sports Director.

NOTE FOR ALL SHOOTING SPORTS: Rifle and Shotgun Merit Badge holders desiring to shoot at summer camp must purchase tickets in the Trading Post to shoot during free-time each afternoon. DO NOT register for the Merit Badge classes if the Scout has already earned it.

Archery – Cost is $10. Scouts will receive instruction on archery in classes and on the range and will include safety, types of equipment, and construction of archery equipment. Scouts must also shoot a minimum score to qualify for their merit badge.

Age: No minimum, but must be of sufficient size to draw a bow
Difficulty: Moderate

Advanced Archery - Cost is $10. Scouts who have earned their merit badge in Archery are eligible to participate in this program. It will be a walking course emphasizing skill, technique, and marksmanship. All of the skills the Scout acquired during their merit badge instruction will be exercised and enhanced. Scouts will acquire a variety of targets on the course and engage them from a variety of distances.

Age: Requirement is to have an archery merit badge
Difficulty: challenging

BSA Pistol Safety and Marksmanship – Cost is $30. This is a new challenging marksmanship course in which Scouts will learn to safely handle, fire, and maintain a .22 caliber semi-automatic pistol under the direct supervision of two NRA and BSA Certified Pistol Instructors. Class size is deliberately kept small. Scouts must have a merit badge in either Rifle or Shotgun to participate. Scouts must be 14 years old or 13 and have completed 8th grade. This course requires specific parental/guardian permission in writing prior to the start of camp. The Permission Slip is included in this Leader Guide. At his time, Pistol is not a merit badge program. If it becomes one, the qualification card for this activity will then be replaced by a merit badge. Fee includes ammunition, targets, and highest certificate earned during the class.

Age: 14, or 13 and have completed 8th grade
Difficulty: Moderate

Rifle Merit Badge – Cost is $30.00. During the daily two-hour class, Scouts will earn the Rifle Merit Badge as well as the NRA Basics of Rifle Shooting Credential. They will be taught to safely handle, shoot, and maintain a .22 caliber rifle. This class is taught by NRA Instructors. The cost for this class includes the NRA Basics of Rifle Shooting Packet which includes a NRA Basics of Rifle Shooting hardcover book and Certificate.

Age: 10 and older
Difficulty: Moderate
**Advanced Rifle** - Cost is $40. Scouts will be participating in the Winchester/NRA Marksmanship Program in an intensive rifle shooting experience taught by NRA Rifle Instructors. Scouts will progress through incrementally more difficult courses of fire in order to earn the various levels depending on their skills. *Scouts must have completed their Rifle Merit Badge to participate in this program.* Fee includes ammunition, targets, and highest certificate earned.

- Required: Must have earned Rifle Merit Badge before arriving at camp
- Difficulty: Increasingly difficult, but is self-paced

**Shotgun Merit Badge** – Cost is $40.00. Scouts will earn the NRA Basics of Shotgun Shooting credential and learn basic shotgun skills in classes and on the Trap range where they will learn to shoot clay targets. They will be taught to safely handle, shoot, and maintain a 20 or 12-gauge shotgun. This class is taught by NRA Instructors. There is no specific age for a Scout to be able to take the Shotgun Merit Badge, however, the Scout must be physically able to handle the weight and recoil of a shotgun for a minimum of 50 shots. Each scout will receive the NRA Basics of Shotgun Shooting Student Packet that includes a hardcover book and certificate.

- Age: Meet ability requirements
- Difficulty: Moderate to Hard

NO PERSONAL FIREARMS OR AMMUNITION ARE TO BE BROUGHT TO CAMP

*Please Note: Merit Badges that say recommended for older Scouts means that it would be better if the Scout were higher in rank but does not mean that a 2nd year Scout cannot take the Merit Badge. This is merely a recommendation; Scoutmasters please use your best judgment. Please check the current Merit Badge Pamphlet before Camp to familiarize yourself with the Merit Badges.*