

2021 KSR Merit Badge Schedule

Aquatics (Water Front)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Canoeing	Swimming*	Swimming*	Kayaking	Swimming*
Small Boat Sailing	Kayaking		Small Boat Sailing	Canoeing
Motor Boating			Water Sports	
Lifesaving*				
BSA Lifeguard (This is an all-day course for entire week of camp)				

Ecology and Science (Ecology Pavilion)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Bird Study	Environmental Science*	Soil & Water Conservation	Nature	Environmental Science*
Reptile and Amphibians	Fish & Wildlife	Mammal Study	Chemistry	Geology
Fishing			Space Exploration	Nuclear Science

Trail to Eagle (Eagle Classroom)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Citizenship in the Community*	Citizenship in the Nation*	Emergency Preparedness	First Aid*	Citizenship in the World*
			Communications*	

Field Sports (Sport Field Pavilion)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Personal Fitness*	Orienteering	Geocaching	Game Design (Field Sports option)	Golf (6)

Scoutcraft and Handicraft (Handicraft Pavilion and Admin)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Camping*	Art	Signs, Signals, and Codes	Woodcarving	Wilderness Survival
Pioneering		Model Design and Building	Cooking*	

Jimmy Dyess First Year Camper (Dyess Pavilion)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Jimmie Dyess – First Year Camper Program (12) Dyess Program Swimming and First Aid are only available as part of the First Year Program.			Dyess Program Swimming*	Dyess Handicraft: Leatherwork, Basketry, or Woodcarving

Shooting Sports (Sports Field Pavilion)

8:30-9:30	9:45-10:45	11:00-12:00	2:00-3:00	3:15-4:15
Rifle Shooting		Advanced Rifle	Pistol	Pistol
Shotgun Shooting		Advanced Shotgun	Shotgun Shooting	
	Archery	Adv. Archery	Archery	

Twilight Merit Badge Sessions

Chess	Basketry
Astronomy (has an extra star gazing class period)	Leatherwork
Weather	Electronics

Twilight Merit badges are optional. The class meets **both** on Tuesday and Thursday from 7:00-8:30 pm.