

2015 Summer Camp

Merit Badge Guide



Camp T. Brady Saunders
Heart of Virginia Council



2015 Merit Badge Offerings:

Archery
Art
Astronomy
Basketry
Camping*
Canoeing
Chess
*Citizenship in the Community**
Citizenship in the Nation*
Citizenship in the World*
Climbing
Coin Collecting
*Communications**
Computers
*Cooking**
Cycling*
Emergency Preparedness*
Environmental Science*
Fingerprinting
Fire Safety
First Aid*
Fishing
Fish and Wildlife Management
Forestry
Game Design+
Geocaching
Geology
Graphic Arts
Home Repair+
Indian Lore
Instructional Swim (not a merit badge)
Inventing
Journalism
Kayaking
Leatherwork
Lifesaving
Mammal Study
Moviemaking
Nature

Nuclear Science
Oceanography
Orienteering
Personal Fitness*
Personal Management*
Photography
Pioneering
Plant Science
Pottery
Reptile & Amphibian Study
Rifle Shooting
Robotics
Rowing
Salesmanship
Scouting Heritage+
Search & Rescue
Shotgun Shooting
Soil & Water Conservation
Small Boat Sailing
Space Exploration
Sustainability*
Swimming*
Weather
Wilderness Survival
Woodcarving

*** Eagle Required**
+ New for 2015

Merit Badge & Program Schedule

	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	1:25 - 2:15	2:25 - 3:15	3:25 - 5:00
PROGRAM -- BLOCK	1	2	3	4	5	6 (open block)
Ranger Challenge					X	
AQUATICS						
Half-Mile Swim +	Tuesday Morning at 6:30am					
One Mile Swim +	Wednesday Morning at 6:00am					
Swimming	X	X	X	X	X	
Lifesaving (2 HR)		X		X		
Small Boat Sailing (2 HR)		X		X		
Rowing	X					
Canoeing (2 HR)	X			X		
Instructional Swim +				X	X	
Kayaking			X	X		
BSA Stand Up Paddleboarding +	X					X
CIVIL WAR EXPERIENCE						
Civil War Experience +	X					
American Heritage	Will earn through Civil War Experience					
Historic Trails Award +	Will earn through Civil War Experience					
COPE/CLIMBING						
Climbing (2 HR)				X		
Project COPE +	X					
EAGLE AREA						
Citizenship in the Community	X					
Citizenship in the Nation					X	
Citizenship in the World				X		
Communications		X		X		
Personal Management			X			
Personal Fitness	X					
Scouting Heritage					X	
ECOLOGY						
Environmental Science (2 HR)		X		X		
Geology				X		
Soil & Water Conservation	X					
Fish and Wildlife Management			X			
Mammal Study					X	
Forestry	X					
Sustainability	X		X			
Weather		X				
Nature		X				
Oceanography					X	
Plant Science				X		
Reptile & Amphibian Study		X				
HANDICRAFT						
Coin Collecting						Thur - Fri
Chess		X				

Leatherwork	X		X	X		
Space Exploration	X				X	
Inventing					X	
Pottery		X				
Indian Lore			X	X		
Basketry			X		X	
Woodcarving	X	X		X		
Fingerprinting		X				Mon - Wed
Art			X			
OUTDOOR SKILLS						
Wilderness Survival			X		X	
First Aid	X		X	X		
Pioneering		X		X		
Fishing			X			
Orienteering	X			X		
Fire Safety			X			
Search & Rescue	X					
Cooking		X			X	
Camping		X			X	
Emergency Preparedness		X			X	
Geocaching	X			X		
Cycling (2HR)		X			X	
SHOOTING SPORTS						
Rifle Shooting	X	X	X	X	X	
Archery	X	X	X	X	X	
Shotgun Shooting	X	X	X			
RANGER						
Home Repair				X		
STEM						
Astronomy						X
Digital Technology		X	X			
Photography	X			X		
Robotics (2HR)		X				
Graphic Arts			X			
Game Design					X	
Nuclear Science						X
Journalism			X			
Moviemaking (Cinematography)	X			X		
TRADING POST						
Salesmanship			X			
TRAIL BLAZERS	Will be escorted to their afternoon merit badge classes					
Trail Blazers		X				
Totin' Chip +					for non-trailblazers	X - Mon & Tues
Firem'n Chit +						X - Mon & Tues

* Not a Merit Badge

Adult Scheduled Activities

ADULT TRAINING CLASSES						
Red Cross First Aid CPR AED Adult & Infant +				X - Tues & Wed		10
Aquatics Supervision Paddle Craft Safety +	X					8
Aquatics Supervision Swim & Water Rescue +				X		8
Safe Swim Defense & Safety Afloat	Monday at 7pm at the Administration Building					
Climb on Safely	Tuesday at 7pm at the Kersey Shelter at the Waterfront					
Trek on Safely	Wednesday at 7pm at the Administration Building					
Leave No Trace						

Merit Badge Locations

PROGRAM -- BLOCK		
Ranger Challenge	Meet first day at the Camp Chapel.	
AQUATICS		
Half-Mile Swim +	At the camp waterfront.	
One Mile Swim +		
Swimming		
Lifesaving (2 HR)		
Small Boat Sailing (2 HR)		
Rowing		
Canoeing (2 HR)		
Instructional Swim +		
Kayaking		
BSA Stand Up Paddleboarding +		
CIVIL WAR EXPERIENCE		
Civil War Experience +		Meet at the Dining Hall Loading Dock immediately following breakfast.
American Heritage		
Historic Trails Award +		
COPE/CLIMBING		
Climbing (2 HR)	Meet the first day at the Rock Throwing Range.	
Project COPE +		
EAGLE AREA		
Citizenship in the Community	Meet at the Eagle Pavilion, located behind the retreat field.	
Citizenship in the Nation		
Citizenship in the World		
Communications		
Personal Management		
Personal Fitness		
Scouting Heritage		
ECOLOGY		
Environmental Science (2 HR)	Meet at the Nature Lodge, located across from the Trail Blazer Area.	
Geology		
Soil & Water Conservation		
Fish and Wildlife Management		
Mammal Study		

Forestry	
Sustainability	
Weather	
Nature	
Oceanography	
Plant Science	
Reptile & Amphibian Study	
HANDICRAFT	
Coin Collecting	Meet at the Handicraft Pavilion, located next to the Volleyball Court.
Chess	
Leatherwork	
Space Exploration	
Inventing	
Pottery	
Indian Lore	
Basketry	
Woodcarving	
Fingerprinting	
Art	
OUTDOOR SKILLS	
Wilderness Survival	Meet at the Outdoor Skills Area, located next to the Health Lodge.
First Aid	
Pioneering	
Fishing	
Orienteering	
Fire Safety	
Search & Rescue	
Cooking	
Camping	
Emergency Preparedness	
Geocaching	
Cycling (2HR)	
SHOOTING SPORTS	
Rifle Shooting	The ranges are located behind the Administration Building Parking Lot.
Archery	
Shotgun Shooting	
RANGER	
Home Repair	Meet at the Quartermaster building near the entrance to campsite Newlon.
STEM	
Astronomy	Meet in the Conference room inside the Camp Administration Building.
Digital Technology	
Photography	
Robotics (2HR)	
Graphic Arts	
Game Design	
Nuclear Science	
Journalism	
Moviemaking (Cinematography)	
TRADING POST	

Salesmanship	Meet at the Scoutmaster Corner area, the picnic tables between the Dining Hall & the Trading Post.
TRAIL BLAZERS	
Trail Blazers	Meets every morning at Eagle Plaza (the flagpole where we do morning announcements) - The Trail Blazer Area is located across from the Nature Lodge.
Totin' Chip +	Meet at Trail Blazer area during free time Monday & Tuesday (for Scouts not taking Trail Blazers)
Firem'n Chit +	
ADULT TRAINING CLASSES	
Red Cross First Aid CPR AED Adult & Infant +	These will be announced at the Scoutmaster Senior Patrol Leader meetings each day.
Aquatics Supervision Paddle Craft Safety +	
Aquatics Supervision Swim & Water Rescue +	
Safe Swim Defense & Safety Afloat	
Climb on Safely	
Trek on Safely	
Leave No Trace	

Merit Badge Prerequisites

PROGRAM -- BLOCK	PREREQUISITES	DIFFICULTY
Ranger Challenge	Must be 14 or older. See program specifics in Program Guide.	Advanced
AQUATICS		
Half-Mile Swim +	Tuesday Morning at 6:30am at Waterfront, bring a spotter.	Intermediate
One Mile Swim +	Wednesday Morning at 6:00am at Waterfront, bring a spotter and have completed the half mile swim.	Intermediate
Swimming	Must Pass Swimmers Test.	Intermediate
Lifesaving (2 HR)	Must Pass Swimmers Test. Must have Swimming Merit Badge. Bring long-sleeve button-down shirt & long pants.	Advanced
Small Boat Sailing (2 HR)	Must be 13, have swimming merit badge and pass swimmers test and one additional boating merit badge.	Advanced
Rowing	Must Pass Swimmers Test. Physically challenging.	Intermediate
Canoeing (2 HR)	Must pass swimmers test. Needs physical strength. Water shoes required.	Intermediate
Instructional Swim +	None	Beginner
Kayaking	Must pass swimmers test and have earned Swimming & Canoeing merit badge.	Intermediate
BSA Stand Up Paddleboarding +	Must pass swimmers test.	Intermediate
CIVIL WAR EXPERIENCE		
Civil War Experience +	Need to have a signed off-site adventure form. Will be camping off-site one night. Bring your camping tent for that night.	Intermediate
American Heritage	Bring merit badge book, pen and paper to class.	Intermediate
Historic Trails Award +	None	Intermediate
COPE/CLIMBING		

Climbing (2 HR)	Must be 13 years of age to participate. Must wear long pants. No hiking/work boots. Must wear sneakers.	Advanced
Project COPE +	See Project COPE Section. Must be 14 years old by September 1 of the year participating. Must wear long Pants! No hiking/work boots. Wear sneakers.	Advanced
EAGLE AREA		
Citizenship in the Community	Scouts should be prepared to discuss Requirements 5 and 8 at camp.	Intermediate
Citizenship in the Nation	Scouts must be prepared to present Req. 2 at camp.	Intermediate
Citizenship in the World	Scouts should be prepared to present Req. 3b at camp.	Intermediate
Communications	Scouts should be prepared to present Req. 3 at camp	Intermediate
Personal Management	Must complete TBS Personal Management packet and turn in on the first day of class. http://bradysaunders.net/camp/documents/2015/tbs_personal_management_packet.pdf	Advanced
Personal Fitness	Must complete TBS Personal Fitness packet and turn in on the first day of class. Bring running shoes with you. http://bradysaunders.net/camp/documents/2015/tbs_personal_fitness_packet.pdf	Intermediate
Scouting Heritage	Should be prepared to present requirement 6 at camp.	Intermediate
ECOLOGY		
Environmental Science (2 HR)	Requires large time commitments, 2 detailed reports, complete parts of Requirement 3 before camp. Recommended minimum age of 13.	Advanced
Geology	Bring paper, pencil and merit badge book to class.	Intermediate
Soil & Water Conservation	Complete 7A or 7B or 7C or 7D or 7E	Intermediate
Fish and Wildlife Management	Complete requirement 7 before camp.	Intermediate
Mammal Study	Work on requirement 3c and be prepared to discuss at camp.	Beginner
Forestry	Bring paper, pencil and merit badge book to class.	Intermediate
Sustainability	Complete requirement 1: water 2A, Food 2A, Community 2B or 2C, Energy 2B or 2C, Stuff 2A. Requirement 5 must be completed after camp.	Advanced
Weather	Bring paper, pencil and merit badge book to class.	Intermediate
Nature	Complete 4A1, 4F2, 4E1 and 4G2.	Beginner
Oceanography	Bring paper, pencil and merit badge book to class.	Intermediate
Plant Science	Complete requirement 4 before camp.	Intermediate
Reptile & Amphibian Study	Requirement 8A or 8B before camp	Intermediate
HANDICRAFT		
Coin Collecting	Need to bring \$2 to class to make change. Bring merit badge book, pen and paper to class.	Intermediate
Chess	Bring merit badge book, pen and paper to class.	Intermediate
Leatherwork	Bring paper, pencil and merit badge book to class.	Beginner
Space Exploration	Bring merit badge book, pen, and paper to class.	Intermediate
Inventing	Complete requirement 8 before camp.	Intermediate
Pottery	Complete requirement 7 before camp. Bring merit badge book, paper, and pencil to class.	Intermediate
Indian Lore	Bring merit badge book, pen, and paper to class.	Beginner

Basketry	Bring paper, pencil and merit badge book to class.	Beginner
Woodcarving	2A must be completed before beginning the actual carving. Bring Totin Chip card with you to class. Trail Blazers offers a Totin Chip class on Monday & Tuesday.	Intermediate
Fingerprinting	Bring merit badge book, pen, and paper to class.	Beginner
Art	Complete requirement 6 before class. Bring merit badge book, paper, and pencil to class.	Beninner
OUTDOOR SKILLS		
Wilderness Survival	5 before camp.	Advanced
First Aid	2D to be completed before/during camp.	Intermediate
Pioneering	2A to be completed before camp. Merit badge book required. Practice knots and lashings.	Intermediate
Fishing	Bring fishing rod*, tacklebox* and bait*. 9 to be completed before camp. Will spend quite a bit of free time fishing.	Intermediate
Orienteering	7A, 7B, 8A or B, 9, and 10 to be completed during free time at camp or after camp. Merit badge book is required. Bring a compass*.	Intermediate
Fire Safety	6A and 6B need to be completed with parents or guardians before camp.	Intermediate
Search & Rescue	Complete requirement 5 before camp. Bring a note or print off certificate for this requirement.	Advanced
Cooking	Will be eating a handful of meals not at the Dining Hall. Will be going on a field trip to a local grocery store. They will need to finish requirements 7A, 7B, 7C, 7D & 7E before or after camp to complete the merit badge.	Advanced
Camping	First Class Rank Recommended. Before Camp have completed 4B, 5E, 7B, 8D, 9A, 9B and 9C.	Intermediate
Emergency Preparedness	Requirement 1 can be completed concurrently or before attending camp. Before Camp have completed 1, 2B, 2C, 7, 8A, 8B and 8C.	Advanced
Geocaching	7, 8A or B or C or D, and 9 to be completed before camp. Bring GPS if you have one.	Advanced
Cycling (2HR)	7B & 7C should be completed before camp.	Advanced
SHOOTING SPORTS		
Rifle Shooting	Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.	Advanced
Archery	Takes a lot of time to qualify. Will need a pocket knife* for building an arrow.	Intermediate
Shotgun Shooting	Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience. Recommend minimum age of 12 due to difficulty handling the firearm.	Advanced
RANGER		
Home Repair		
STEM		
Astronomy	Bring merit badge book, pen and paper to class.	Advanced
Digital Technology	Bring merit badge book, pen and paper to class. Complete requirement 1 before camp and bring it with you to class.	Intermediate

Photography	Bring merit badge book, pen and paper to class.	Intermediate
Robotics (2HR)	Bring merit badge book, pen and paper to class.	Advanced
Graphic Arts	Bring merit badge book, pen and paper to class.	Intermediate
Game Design	Need a notebook for your designers notebook for game*. Bring merit badge book, pen and paper to class.	Advanced
Nuclear Science	Complete requirement 4A before camp, bring it with you to camp. Bring merit badge book, pen and paper to class.	Advanced
Journalism	Complete requirement 2A-2 before camp. Bring merit badge book, paper and pen to class.	Advanced
Moviemaking (Cinematography)	Bring merit badge book, pen and paper to class.	Advanced
TRADING POST		
Salesmanship	Bring merit badge book, pen and paper to class.	Intermediate
TRAIL BLAZERS		
Trail Blazers	See Trail Blazer section of program guide.	Beginner
Totin' Chip +	None	Beginner
Firem'n Chit +	None	Beginner
ADULT TRAINING CLASSES		
Red Cross First Aid CPR AED Adult & Infant +	Register with the Health officer at camp. Costs \$20 for certification.	
Aquatics Supervision Paddle Craft Safety +	Must be a swimmer.	
Aquatics Supervision Swim & Water Rescue +	Must be a swimmer.	

Merit Badge Registration

Merit badge registration is done through the Doubleknot online program. When you register for camp, the person with the main email contact will be given access to the Doubleknot system. You can link into the program at www.bradysaunders.net. Registration opens on March 18, 2015 for merit badges and programs.

Camp T. Brady Saunders tracks merit badges using the Doubleknot merit badge report. By request we do use blue cards for tracking merit badge completion. We record merit badges electronically and a printout of the completed and partially completed merit badges is issued. If your Troop or Council requires blue cards, please bring them with you completely filled out and have the merit badge instructors sign off on them the last day of class. Do not leave blue cards with the merit badge instructors.

