

2019 Summer Camp

Merit Badge Guide



Camp T. Brady Saunders
Heart of Virginia Council



2019 Merit Badge & Program Offerings:

Animation
 Aviation
 Archery
 Art
 Astronomy
 Backpacking+
 Basketry
 BSA Paddleboarding (not a merit badge)
 Camping*
 Canoeing
 Chemistry
 Chess
 Citizenship in the Community*
 Citizenship in the Nation*
 Citizenship in the World*
 Climbing
 Communications*
 Cooking*
 Cycling*
 Digital Technology
 Drafting+
 Electricity & Electronics
 Energy+
 Engineering
 Emergency Preparedness*
 Environmental Science*
 Exploration
 Fingerprinting
 First Aid*
 Fishing
 Fish and Wildlife Management
 Forestry
 Game Design (thru COPE)
 Geology
 Graphic Arts
 Indian Lore
 Insect Study+
 Instructional Swim (not a merit badge)
 Inventing
 Kayaking
 Leatherwork
 Lifesaving
 Mammal Study
 Metalwork+
 Moviemaking
 Nature

Nuclear Science+
 Oceanography
 Orienteering
 Personal Fitness*
 Personal Management*
 Photography
 Pioneering
 Pottery
 Programming
 Project COPE (not a merit badge)
 Reptile & Amphibian Study
 Rifle Shooting
 Robotics
 Rowing
 Salesmanship
 Shotgun Shooting
 Signs, Signals, and Codes
 Small Boat Sailing
 Space Exploration
 Swimming*
 Trail Blazers (not a merit badge)
 Weather
 Wilderness Survival
 Woodcarving
*** Eagle Required**
+ New for 2019



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 | | | | | | |
| BSA Stand Up Paddleboarding + | X | X | | | | X |
| Canoeing (2 HR) | | X | | | X | |
| Kayaking | | | X | X | | |
| Lifesaving (2 HR) | | | X | | | |
| Rowing | X | | | | | |
| Small Boat Sailing (2 HR) | | | X | | X | |
| Swimming | X | X | X | X | X | |
| Instructional Swim + | | | | X | X | |
| Half-Mile Swim + | Tuesday Morning at 6:30am | | | | | |
| One Mile Swim + | Wednesday Morning at 6:00am | | | | | |
| COPE/CLIMBING | | | | | | |
| Climbing (2 HR) | | | | | X | |
| COPE High Ropes Adventure - including Game Design Merit Badge | | X | | | | |
| EAGLE AREA | | | | | | |
| Citizenship in the Community | X | | | | | |
| Citizenship in the Nation | | | | | X | |
| Citizenship in the World | | | | X | | |
| Communications | | X | | | | |
| Personal Management | | | | X | | |
| Personal Fitness | X | | X | | | |
| ECOLOGY | | | | | | |
| Environmental Science (2 HR) | | X | | X | | |
| Fish and Wildlife Management | | | X | | | |
| Forestry | X | | | | | |
| Oceanography | | | | | X | |
| Geology | | | | X | | |
| Insect Study | X | | | | | |
| Mammal Study | X | | | | | |
| Nature | | X | | | | |
| Reptile & Amphibian Study | | X | | | | |
| HANDICRAFT | | | | | | |
| Art | | | X | | | |
| Basketry | | | X | | X | |
| Chess | | | | | | X - (Mon - Wed) |
| Fingerprinting | | X | | | | |
| Indian Lore | | | X | X | | |
| Leatherwork | X | | | X | | |
| Metal Work | | X | | | | |
| Pottery | | X | | | | |
| Space Exploration | X | | | | X | |
| Woodcarving | X | | | X | | |

| OUTDOOR SKILLS | | | | | | |
|------------------------|---|---|---|---|---|--|
| Camping | | | | X | X | |
| Cooking | X | | | | X | |
| Cycling (2HR) | X | | | | | |
| Emergency Preparedness | | X | | | X | |
| Backpacking | | | X | | | |
| First Aid | X | | X | X | | |

| | | | | | | |
|---|--|---|---|----------------------|---|----------------|
| Fishing | | | X | | | |
| Orienteering | X | | | | | |
| Pioneering | | X | | | | |
| Signs, Signals, and Codes | | | | X | | |
| Wilderness Survival | | | X | | X | |
| SHOOTING SPORTS | | | | | | |
| Archery | X | X | X | X | X | |
| Rifle Shooting | X | X | X | X | X | |
| Shotgun Shooting | X | X | X | | X | |
| STEM | | | | | | |
| 4 | | | | | | |
| Astronomy | | | | | | X |
| Animation | | | | X | | |
| Aviation | | | | | X | |
| Chemistry | X | | | | | |
| Digital Technology | | X | | | | |
| Drafting | | | | | | X |
| Electricity & Electronics | | X | | | | |
| Energy | | | X | | | |
| Exploration | | | X | | | |
| Engineering | X | | | | | |
| Inventing | | | | | X | |
| Graphic Arts | | | X | | | |
| Moviemaking | X | | | | | |
| Nuclear Science | | | | | X | |
| Photography | | | | X | | |
| Programming | | | | | X | |
| Robotics (2HR) | | X | | | | |
| Weather | | | X | | | |
| TRADING POST | | | | | | |
| Salesmanship | | | X | | | |
| TRAIL BLAZERS | | | | | | |
| Will be escorted to their afternoon merit badge classes | | | | | | |
| Trail Blazers | X - Will have opportunity to earn First Aid as a part of this course | | | | | |
| Totin' Chip + | | | | for non-trailblazers | | X - Mon & Tues |
| Firem'n Chit + | | | | | | X - Mon & Tues |
| ADULT TRAINING CLASSES | | | | | | |
| Red Cross First Aid CPR AED Adult & Infant + | | | | | | |
| Aquatics Supervision Paddle Craft Safety + | | | | | | |
| Aquatics Supervision Swim & Water Rescue + | | | | | | |
| Safe Swim Defense & Safety Afloat | | | | | | |
| Climb on Safely | | | | | | |
| Trek on Safely | | | | | | |
| Leave No Trace | | | | | | |

+ not a merit badge

Merit Badge & Program Prerequisites

| PROGRAM -- BLOCK | PREREQUISITES | DIFFICULTY |
|--------------------------------------|--|--------------|
| Ranger Challenge | Must be 14 or older. See program specifics in Program Guide. Spending money is recommended for snacks and food off site. | Advanced |
| AQUATICS | | |
| BSA Stand Up Paddleboarding + | Must pass swimmers test. | Intermediate |
| Canoeing (2 HR) | Must pass swimmers test. Recommended that you have earned Swimming and Kayaking merit badge. | Intermediate |
| Kayaking | Recommended that the Scout has already earned the swimming merit badge. 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 |
| Rowing | Must pass swimmers test. Recommended that you have earned Swimming and another boating merit badge. | Intermediate |
| Small Boat Sailing (2 HR) | Must be 13. Must pass swimmers test. Must have earned Swimming and another boating merit badge. | Advanced |
| Swimming | Must Pass Swimmers Test. | Intermediate |
| Instructional Swim + | None | Beginner |
| 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 |
| COPE/CLIMBING | | |
| Climbing (2 HR) | Must be 13 years of age to participate. Shorts & Athletic shoes recommended (long pants are not required). No hiking/work boots. Must wear sneakers. | Advanced |
| COPE - High Ropes Adventure + | Must be 14 years old by September 1 of the year participating. Must wear long Pants on Thursday and Friday! Participants will also earn Game Design merit badge as part of this program. | Advanced |
| EAGLE AREA | | |
| Citizenship in the Community | Scouts should be prepared to discuss Requirements 5 and 8 at camp. Discuss with Scoutmaster and with their approval complete requirement 7 and record on camp community service log available in the documents section at www.bradysaunders.net | 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 and 6 at camp. | Intermediate |
| Personal Management | Must complete TBS Personal Management packet and turn it into the instructor. http://bradysaunders.net/camp/documents/2015/tbs_personal_management_packet.pdf This packet needs to be started at least 90 days before arrival at camp!!! | Advanced |
| Personal Fitness | Must complete TBS Personal Fitness packet and turn it into the instructor. Bring running shoes with you. http://bradysaunders.net/camp/documents/2015/tbs_personal_fitness_packet.pdf This packet needs to be started at least 90 days before arrival 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 |
| Fish and Wildlife Management | Complete requirement 7 before camp. | Intermediate |
| Forestry | Bring paper, pencil and merit badge book to class. | Intermediate |
| Geology | Bring paper, pencil and merit badge book to class. | Intermediate |
| Insect Study | Requirement 9 will need to be done before or after summer camp to complete merit badge. Requirement 5 is difficult, be ready to work hard to complete at summer camp. Need merit badge book, book to make scrap book, color pencils, and notebook. | Advanced |
| Mammal Study | Work on requirement 3c and be prepared to discuss at camp. | Beginner |
| Nature | Complete 4A1, 4F2, 4E1 and 4G2. | Beginner |
| Oceanography | Bring merit badge book, pen and paper to class. | Intermediate |
| Reptile & Amphibian Study | Requirement 8A or 8B before camp | Intermediate |
| HANDICRAFT | | |
| Art | Complete requirement 6 before class. Bring merit badge book, paper, and pencil to class. | Beninner |
| Basketry | Bring paper, pencil and merit badge book to class. | Beginner |
| Chess | Bring merit badge book, pen and paper to class. | Intermediate |
| Fingerprinting | Bring merit badge book, pen, and paper to class. | Beginner |
| Indian Lore | Bring merit badge book, pen, and paper to class. | Beginner |
| Leatherwork | Bring paper, pencil and merit badge book to class. | Beginner |
| Metalwork | Bring paper, pencil and merit badge book to class. | Intermediate |
| Pottery | Complete requirement 7 before camp. Bring merit badge book, paper, and pencil to class. | Intermediate |
| Space Exploration | Bring merit badge book, pen, and paper to class. | Intermediate |
| 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 |
| OUTDOOR SKILLS | | |
| Backpacking | Requirements 8c, 11a, 11b, 11c to be completed before camp. | Intermediate |
| Camping | First Class Rank Recommended. Before Camp have completed 4B, 5E, 7B, 8D, 9A, 9B and 9C. | Intermediate |
| 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 6A, 6B, 6C, 6D & 6E before or after camp to complete the merit badge. Complete requirement 4. | Advanced |
| Cycling (2HR) | 7B & 7C should be completed before camp. | Advanced |
| 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 |
| First Aid | 2D to be completed before/during camp. | 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 |
| Pioneering | 2A to be completed before camp. Merit badge book required. Practice knots and lashings. | Intermediate |
| Signs, Signals, and Codes | Be prepared to work with your troop and merit badge class on requirement 7. This class requires a lot of book work and homework. It is not a beginner merit badge. | Advanced |
| Wilderness Survival | Requirement 5 before camp. | Advanced |
| SHOOTING SPORTS | | |
| Archery | Takes a lot of time to qualify. Will need a pocket knife* for building an arrow. | Intermediate |
| Rifle Shooting | Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience. | Advanced |
| 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 |
| STEM | | |
| Astronomy | Bring merit badge book, pen and paper to class. | Advanced |
| Animation | Bring merit badge book, pen and paper to class. | Advanced |
| Aviation | Bring merit badge book, pen and paper to class. | Advanced |
| Chemistry | 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 your cyber chip with you. | Intermediate |
| Drafting | Complete requirements 6a or 6b before camp. | Advanced |
| Electricity & Electronics | Electricity and Electronics are two merit badges. They will be offered concurrently and a scout must participate in both. Electricity: Do requirement 2 before camp, be prepared to discuss with your counselor at camp. Bring a copy of your families electrical bill for requirement 9a. Electronics: Research requirement 6 before camp and be prepared to discuss. | Advanced |
| Energy | Complete requirement 4: Track energy consumption in your home for 14 days. Bring your results with you to camp. | Intermediate |
| Exploration | Bring merit badge book, pen and paper to class. | Intermediate |
| Engineering | Bring merit badge book, pen and paper to class. | Advanced |
| Graphic Arts | Bring merit badge book, pen and paper to class. | Intermediate |
| Inventing | Complete requirement 8 before camp. | Intermediate |
| Moviemaking | Bring merit badge book, pen and paper to class. | Advanced |
| Nuclear Science | Bring merit badge book, pen and paper to class. | Advanced |
| Photography | Requires Cyberchip. Bring merit badge book, pen and paper to class. | Beginner |
| Programming | Requires Cyber Chip. Bring merit badge book, pen and paper to class. | Advanced |
| Robotics (2HR) | Bring merit badge book, pen and paper to class. | Advanced |
| Weather | Bring paper, pencil and merit badge book to class. | Intermediate |
| 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 \$30 for certification. | |
| Aquatics Supervision Paddle Craft Safety + | Must be a swimmer. | |
| Aquatics Supervision Swim & Water Rescue + | Must be a swimmer. | |

Merit Badge & Program Locations

| | 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 | Meet at Picnic Tables at the STEM Center | | | | | |
| AQUATICS | | | | | | |
| BSA Stand Up Paddleboarding + | At the camp waterfront | | | | | |
| Canoeing (2 HR) | | | | | | |
| Kayaking | | | | | | |
| Lifesaving (2 HR) | | | | | | |
| Rowing | | | | | | |
| Small Boat Sailing (2 HR) | | | | | | |
| Swimming | | | | | | |
| Instructional Swim + | | | | | | |
| Half-Mile Swim + | | | | | | |
| One Mile Swim + | | | | | | |
| COPE/CLIMBING | | | | | | |
| Climbing (2 HR) | Meet the first day at the table at the entrance to the COPE range | | | | | |
| COPE High Ropes Adventure | | | | | | |
| 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 | | | | | | |
| ECOLOGY | | | | | | |
| Environmental Science (2 HR) | Meet at the Nature Lodge, located across from the Trail Blazer Area | | | | | |
| Fish and Wildlife Management | | | | | | |
| Forestry | | | | | | |
| Geology | | | | | | |
| Insect Study | | | | | | |
| Mammal Study | | | | | | |
| Nature | | | | | | |
| Oceanography | | | | | | |
| Reptile & Amphibian Study | | | | | | |
| HANDICRAFT | | | | | | |
| Art | Meet at the Handicraft Pavilion, located next to the Volleyball Court | | | | | |
| Basketry | | | | | | |
| Chess | | | | | | |
| Fingerprinting | | | | | | |
| Indian Lore | | | | | | |
| Leatherwork | | | | | | |
| Pottery | | | | | | |
| Space Exploration | | | | | | |
| Woodcarving | | | | | | |

| OUTDOOR SKILLS | |
|------------------------|--|
| Backpacking | Meet at the Outdoor Skills Area, located next to the Health Lodge |
| Camping | |
| Cooking | |
| Cycling (2HR) | |
| Emergency Preparedness | |
| First Aid | |

(also called Scoutcraft Area)

| | |
|--|--|
| Fishing | |
| Orienteering | |
| Pioneering | |
| Signs, Signals, and Codes | |
| Wilderness Survival | |
| SHOOTING SPORTS | |
| Archery | The ranges are located behind the Administration Building Parking Lot |
| Rifle Shooting | |
| Shotgun Shooting | |
| STEM | |
| Astronomy | Meet in the STEM Building |
| Animation | |
| Aviation | |
| Chemistry | |
| Digital Technology | |
| Drafting | |
| Electricity & Electronics | |
| Energy | |
| Exploration | |
| Engineering | |
| Inventing | |
| Graphic Arts | |
| Moviemaking | |
| Nuclear Science | |
| Photography | |
| Programming | |
| Robotics (2HR) | |
| Weather | |
| TRADING POST | |
| Salesmanship | Meet at the picnic table outside of the Trading Post |
| TRAIL BLAZERS | Will be escorted to their afternoon merit badge classes |
| 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 + | |
| Firem'n Chit + | Meet at Trail Blazer area during free time Monday & Tuesday (for Scouts not taking Trail Blazer Program) |
| ADULT TRAINING CLASSES | |
| Red Cross First Aid CPR AED Adult & Infant + | These will be announced at the Scoutmaster Senior Patrol Leader meeting 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 | |

+ not a merit badge