2023 SummerCamp Merit Badge Guide



Camp T. BradySaunders Heart of Virginia Council



Merit Badge & Program Offerings:

American Heritage Animation Archery Art Astronomy Basketry BSA Stand Up Paddleboarding* Camping Canoeing Chemistry Chess **Citizenship in the Community Citizenship in the Nation** Citizenship in the World Climbing Communication Cooking **Digital Technology** Drafting **Emergency Preparedness** Engineering **Environmental Science First Aid** Fish and Wildlife Management Fishing Fly Fishing Forestry Geocaching Geology Graphic Arts Indian Lore Insect Study Instructional Swim * Kayaking Leatherwork Lifesaving

Mining in Society Moviemaking Nature Nuclear Science Oceanography Orienteering **Personal Fitness Personal Management** Photography Pioneering Pottery Programming Project COPE * Pulp and Paper Radio Reptile & Amphibian Study **Rifle Shooting Robotics** Rowing Search and Rescue Shotgun Shooting Signs, Signals and Codes Small Boat Sailing Soil & Water Conservation Space Exploration **Sustainability** Swimming Trail Biking Program* Trail Blazers* Weather Wilderness Survival Woodcarving

* not a merit badge Eagle Required

Merit Badge & Program Schedule				
	9:00 - 10:15	10:25 - 11:40	1:10 - 2:25	2:35 – 3:50
PROGRAM BLOCK	1	2	3	4
AQUATICS				
BSA Stand Up Paddleboarding +	TH-F	TH-F	TH-F	
Canoeing				M-F
Kayaking	M-W	M-W	M-W	
Lifesaving	N	Л-F		
Rowing	M-F			
Small Boat Sailing	N	Л-F		
Swimming	M-F	M-F	M-F	M-F
Instructional Swim +			M-F	M-F
COPE/CLIMBING				
Climbing			M-F	M-F
Project COPE High Ropes Adventure	N	Л-F		
EAGLE AREA				
American Heritage	TH-F			TH-F
Citizenship in the Community	M-F			
Citizenship in the Nation				M-W
Citizenship in the World			M-F	
Communication		M-F		M-F
Personal Fitness	M-W	M-W		
Personal Management			M-F	
ECOLOGY				
Environmental Science	M-F		M-F	
Fish and Wildlife Management		TH-F		TH-F
Forestry		M-W		M-W
Geology		M-W		M-W
Insect Study	TH-F		TH-F	
Mining in Society		TH-F		TH-F
Nature	TH-F			
Oceanography	M-W		M-W	
Reptile & Amphibian Study	M-W			
Soil & Water Conservation			TH-F	
Sustainability		M-W		M-W
Weather		TH-F		
HANDICRAFT				
Art		M-W		M-W
Basketry			M-W	
Chess				M-W
Graphic Arts		TH-F		TH-F
Indian Lore	M-F		M-F	
Leatherwork	M-W		M-W	
Pottery		M-F		
Pulp and Paper	TH-F		TH-F	
Space Exploration	M-W			M-W
Woodcarving		M-W		
OUTDOOR SKILLS				
Camping	M-F		M-F	

Cooking		M-F		M-F
Emergency Preparedness	M-W		M-W	
First Aid	M-F	M-F		M-F
Fly Fishing		M-W		
Fishing		TH-F		
Geocaching			M-W	
Orienteering	M-W			
Pioneering			M-F	
Search and Rescue				M-W
Signs, Signals and Codes		M-W		
Trail Biking Program	TH-F			
Wilderness Survival				M-F
SHOOTING SPORTS				
Archery	M-F	M-F	M-F	M-F
Rifle Shooting	M-F	M-F	M-F	M-F
Shotgun Shooting	M-F	M-F		M-F
STEM				
Animation		Th-F	Th-F	
Astronomy	M-W			
Chemistry		M-W		
Digital Technology			M-F	
Drafting			M-W	
Engineering				M-F
Moviemaking			Th-F	
Nuclear Science			M-W	
Photography	M-W			
Programming				M-F
Radio	1	M-F		
Robotics		M-F		M-F
TRAIL BLAZERS				
Trail Blazers	n l	M-F		

Merit Badge & Program Prerequisites			
PROGRAM BLOCK	PREREQUISITES		
AQUATICS			
BSA Stand Up Paddleboarding +	Must pass swimmer's test.		
Canoeing	Must pass swimmer's test. Recommended that you have earned Swimming and Kayaking merit badge.		
Kayaking	Recommended that the Scout has already earned the swimming merit badge. Must pass swimmer's test.		
Lifesaving	Must Pass Swimmers Test. Must have Swimming Merit Badge. Bring long- sleeve button-down shirt & long pants.		
Rowing	Must pass swimmer's test. Recommended that you have earned Swimming and another boating merit badge.		
Small Boat Sailing	Must be 13. Must pass swimmer's test. Must have earned Swimming and another boating merit badge.		
Swimming	Must Pass Swimmers Test.		
Instructional Swim +	None		
COPE/CLIMBING			
Climbing	Must be 13 years of age to participate. Shorts & Athletic shoes recommended (long pants are not required). No hiking/work boots. Must wear sneakers.		
COPE - High Ropes Adventure +	Must be 14 years old by September 1 of the year participating. Must wear long Pants on Thursday and Friday!		
EAGLE AREA			
American Heritage	Req. 3c., 4 Be prepared to share what you learned about your family's history with the class.		
Citizenship in the Community	Complete the Citizenship in the Community packet found at bradysaunders.net		
Citizenship in the Nation	Be prepared to discuss Requirements. 5 and 7. Bring Req. 8 with you to camp		
Citizenship in the World	Scouts should be prepared to present Req. 3b at camp.		
•			
Communication	Scouts should be prepared to present Requirements. 2, 3, and 6 at camp. Req. 8		
Personal Fitness	Must complete TBS Personal Fitness packet and turn it in to the instructor. Bring running shoes with you. This packet needs to be started at least 90 day before arrival at camp!!!		
Porconal Management	Must complete TBS Personal Management packet found on the T. Brady Saunders website. This packet needs to be started at least 90 days before arrival		
Personal Management ECOLOGY	at camp		
Environmental Science	None		
Fish and Wildlife Management	Requirement 7		
Forestry	Req. 5		
Geology	None		
Insect Study	Req. 5, 9		
Mining in Society	None		
Nature	None		
Oceanography	Req. 8		
Reptile & Amphibian Study	Requirement 8 and 9		
Soil & Water Conservation	None		
Sustainability	Water- A, Food-A, Community- B or C, Energy- B or C, Stuff- A, Req. 5		
Weather	Req. 10		
HANDICRAFT			
Art	Requirement 6		
Basketry	None		
· · · ·			

Graphic Arts Req. 6 Indian Lore None Leatherwork None Pottery Requirement 7 Pulp and Paper None Space Exploration None Wood Carving Req. 2A OUTDOOR SKILLS 0 Camping 4, 5E, 7B, 8D, 9 Cooking Req. 2c, 4. Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9 First Aid Req. 5 Fly Fishing Recommended to bring fishing rod, tacklebox and bait Geocaching Recommended to bring fishing rod, tacklebox and bait Geocaching Recommended to bring fishing rod, tacklebox and bait Search and Rescue None Signs, Signals, and Codes Requirement 7 Trail Biking Program Recommended to bring own bike Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Indian Lore None Leatherwork None Pottery Requirement 7 Pulp and Paper None Space Exploration None Wood Carving Req. 2A OUTDOOR SKILLS 0 Camping 4, 5E, 7B, 8D, 9 Cooking Req. 2c, 4. Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9 First Aid Req. 5 Fly Fishing Recommended to bring fishing rod, tacklebox and bait Geocaching Recommended to bring a compass. Req. 7,9,10 Pioneering Recommended to bring over kits and lashings. Search and Rescue None Signs, Signals, and Codes Requirement 7 Trail Biking Program Recommended to bring own bike Wilderness Survival Recommended to bring own bike Wilderness Survival Recommended to bring own bike Milderness Survival Recommended to thing neopet to the instructor. Difficult to complete without experience.
Pottery Requirement 7 Pulp and Paper None Space Exploration None Wood Carving Req. 2A OUTDOOR SKILLS Req. 2A Camping 4, 5E, 7B, 8D, 9 Cooking Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9 First Aid Req. 5 Fly Fishing Recommended to bring fishing rod, tacklebox and bait Geocaching Requirement 7,9 Orienteering Recommended to bring a compass. Req. 7,9,10 Ploneering Recommended to practice knots and lashings. Search and Rescue None Signs, Signals, and Codes Requirement 7 Tarial Biking Program Recommended to bring own bike Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement IF and turn in a report to the instructor. Difficult to complete without experience.
Pulp and PaperNoneSpace ExplorationNoneWood CarvingReq. 2AOUTDOOR SKILLSCampingCamping4, 5E, 7B, 8D, 9CookingReq. 2c, 4.Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to bring a compass. Req. 7,9,10Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Pulp and PaperNoneSpace ExplorationNoneWood CarvingReq. 2AOUTDOOR SKILLSCampingCamping4, 5E, 7B, 8D, 9CookingReq. 2c, 4.Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to bring a compass. Req. 7,9,10Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Space ExplorationNoneWood CarvingReq. 2AOUTDOOR SKILLSReq. 2ACamping4, 5E, 7B, 8D, 9CookingReq. 2c, 4.CookingRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B, bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Wood CarvingReq. 2AOUTDOOR SKILLSCamping4, 5E, 7B, 8D, 9CookingReq. 2c, 4.Requirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidRequirement 7, 9OrienteeringRecommended to bring a compass. Req. 7, 9, 10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
OUTDOOR SKILLSCamping4, 5E, 7B, 8D, 9CookingReq. 2c, 4.CookingRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
CookingReq. 2c, 4.Emergency PreparednessRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Emergency PreparednessRequirements 1, 2b, 2c, 7a, 7B, 8B (bring pictures and list of your kits to class), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitFishingRecommended to bring fishing rod, tacklebox and baitGeocachingRequirement 7,9OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Emergency Preparednessclass), 9First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitFishingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring fishing rod, tacklebox and baitGeocachingRecommended to bring a compass. Req. 7,9,10OrienteeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
First AidReq. 5Fly FishingRecommended to bring fishing rod, tacklebox and baitFishingRecommended to bring fishing rod, tacklebox and baitGeocachingRequirement 7,9OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Fly FishingRecommended to bring fishing rod, tacklebox and baitFishingRecommended to bring fishing rod, tacklebox and baitGeocachingRequirement 7,9OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
FishingRecommended to bring fishing rod, tacklebox and baitGeocachingRequirement 7,9OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Geocaching Requirement 7,9 Orienteering Recommended to bring a compass. Req. 7,9,10 Pioneering Recommended to practice knots and lashings. Search and Rescue None Signs, Signals, and Codes Requirement 7 Trail Biking Program Recommended to bring own bike Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
OrienteeringRecommended to bring a compass. Req. 7,9,10PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
PioneeringRecommended to practice knots and lashings.Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Search and RescueNoneSigns, Signals, and CodesRequirement 7Trail Biking ProgramRecommended to bring own bikeWilderness SurvivalRequirement 5 before camp.SHOOTING SPORTSTakes a lot of time to qualify. Will need a pocket knife for building an arrow.ArcheryTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Signs, Signals, and Codes Requirement 7 Trail Biking Program Recommended to bring own bike Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Archery Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Rifle Shooting Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Trail Biking Program Recommended to bring own bike Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Archery Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Rifle Shooting Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Wilderness Survival Requirement 5 before camp. SHOOTING SPORTS Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Archery Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Rifle Shooting Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
SHOOTING SPORTS Archery Takes a lot of time to qualify. Will need a pocket knife for building an arrow. Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
ArcheryTakes a lot of time to qualify. Will need a pocket knife for building an arrow.Complete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Rifle ShootingComplete requirement 1F and turn in a report to the instructor. Difficult to complete without experience.
Rifle Shooting complete without experience.
Complete requirement IF and turn in a report to the instructor. Difficult to
complete without experience. Recommend minimum age of 13 due to
Shotgun Shooting difficulty handling the firearm.
STEM
Animation None
Astronomy Begin Requirement 4 before camp
Chemistry None
Digital Technology Req. 1
Drafting None
Engineering None
Ŭ .
Engineering None
Engineering None Moviemaking None
Engineering None Moviemaking None Nuclear Science None
Engineering None Moviemaking None Nuclear Science None Photography Recommended to bring own camera. Req. 1a
Engineering None Moviemaking None Nuclear Science None Photography Recommended to bring own camera. Req. 1a Programming Req. 1a
EngineeringNoneMoviemakingNoneNuclear ScienceNonePhotographyRecommended to bring own camera. Req. 1aProgrammingReq. 1aRadioNone

Merit Badge & Program Locations			
PROGRAM			
AQUATICS			
BSA Stand Up Paddleboarding +			
Canoeing			
Kayaking			
Lifesaving	At the camp waterfront		
Rowing			
Small Boat Sailing			
Swimming			
Instructional Swim +	1		
COPE/Climbing			
Climbing	Meet at the OA Pavilion		
Project COPE	Meet at the OA Pavilion		
Eagle Area			
American Heritage Citizenship in the Community			
Citizenship in the Nation			
Citizenship in the World	 Meet at the Eagle Pavilions, located beside the retreat field 		
Communication			
Personal Fitness			
Personal Management ECOLOGY			
Environmental Science			
Fish and Wildlife Management			
Forestry			
Geology	1		
Insect Study	-		
Mining in Society	Meet at the Nature Lodge, located across from the		
Nature	TrailBlazers		
Oceanography			
Reptile & Amphibian Study			
Soil & Water Conservation			
Sustainability	1		
Weather			
HANDICRAFT			
Art			
Basketry			
Chess			
Graphic Arts			
Indian Lore	Meet at the Handicraft Pavilion, located next to the Volleyball		
Leatherwork	Court		
Pottery			
Pulp and Paper			
Space Exploration	-		
Woodcarving			
OUTDOOR SKILLS			
Camping			

Cooking Emergency Preparedness First Aid Fly Fishing Geocaching Orienteering Pioneering Search and Rescue Signs, Signals, and Codes Trail Biking Program Wilderness Survival	Meet at the Outdoor Skills Area, located next to the Health Lodge (also called Scoutcraft Area)	
SHOOTING SPORTS		
Archery	The ranges are located behind the Administration Building Parking Lot	
Rifle Shooting		
Shotgun Shooting		
STEM		
Animation	-	
Astronomy		
Chemistry	4	
Digital Technology	4	
Drafting	Meet in the STEM Building	
Engineering		
Moviemaking		
Nuclear Science		
Photography	4	
Programming	4	
Radio Robotics	4	
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	