

2024 Summer Camp Merit Badge Guide



Camp T. Brady Saunders
Heart of Virginia Council



Dear Scoutmaster, Scouts, and Parents

On the following pages, is the 2024 edition of the Merit Badges offered at Camp T. Brady Saunders

New this year: in the Eagle Area we are offering Law and Scouting Heritage and in Trade Skills we are adding Automotive Maintenance and Blacksmith.

Please be aware of the prerequisites for the badges you wish to take. Not doing the prerequisites is the primary reason for only receiving a partial for a merit badge. Regardless if merit badge has prerequisites or not, Scouts should read the merit badge manual for all their selections before arriving at camp. Reading the manual aids Scouts in their understanding of the material and allows the instructor to have a more meaningful discussion plus allows for a better use of the limited time allowed in each class.

Finally, some badges have clothing requirements and age requirements. These regulations are in place for safety concerns, please make every effort to follow these regulations.

This document has two tables. The first is the merit badges that are being offered, days, times and their locations, the second is the prerequisites for each badge.

In the Black Pug website there are minimum and maximum seats to be filled. Some classes must have a certain number to be able to cover the material. Others must have a cut-off to avoid the class becoming too large and preventing the class from becoming nonproductive.

This is the merit badge list and schedule as of March 5th, 2024. Please continue to check this link periodically for updates which will be listed on this page.

Merit Badge & Program Offerings:

American Heritage
Animation
Archery
Art
Astronomy
Automotive Maintenance
Basketry
Blacksmith
BSA Stand Up Paddleboarding*
Bugling (upon request)
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
Law
Leatherwork
Lifesaving
Metal Work (Blacksmithing)

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

* Not a merit badge

Eagle Required

Merit Badge Schedule and Location				
	9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50
PROGRAM -- BLOCK	1	2	3	4
AQUATICS	Classes meet at the camp waterfront			
BSA Stand Up Paddleboarding +	TH-F	TH-F	TH-F	
Canoeing				M-F
Kayaking	M-W	M-W	M-W	
Lifesaving	M-F			
Rowing	M-F			
Small Boat Sailing	M-F			
Swimming	M-F	M-F	M-F	M-F
Instructional Swim +			M-F	M-F
COPE/CLIMBING	Meet at the OA Pavilion			
Climbing			M-F	M-F
Project COPE High Ropes Adventure	M-F			
EAGLE AREA	Meet at the Eagle Pavilions, located beside the retreat field and bath house 3			
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		M-F
Personal Fitness	M-W	M-W		
Personal Management			M-F	
Law		M-W	M-W	
Scouting Heritage		TH-F	TH-F	
ECOLOGY	Meet at the Nature Lodge, located across from the Trailblazers			
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		TH-F	
Sustainability		M-W		M-W
Weather		TH-F		
HANDICRAFT	Meet at the Handicraft Pavilion, located next to the Volleyball Court			
Art		M-W		M-W
Basketry			M-W	
Chess				M-W
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		

Merit Badge Schedule and Location				
	9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50
PROGRAM -- BLOCK	1	2	3	4
OUTDOOR SKILLS	Meet at the Outdoor Skills Area, located next to the Health Lodge			
Camping		M-F	M-F	
Cooking		M-F		M-F
Emergency Preparedness	M-W		M-W	
First Aid	M-F	M-F		M-F
Fishing	M-W	M-W		
Fly Fishing	TH-F	TH-F		
Geocaching			M-W	
Orienteering	M-W			
Pioneering				M-F
Signs, Signals and Codes		M-W		
Trail Biking Program	TH-F			
Wilderness Survival				M-F
SHOOTING SPORTS	The ranges are located behind the Administration Building Parking Lot			
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	Meet in the STEM Building across from the Administration Building.			
Animation		Th-F	Th-F	
Astronomy	M-W			
Chemistry		M-W		
Digital Technology			M-F	
Drafting			M-W	
Engineering				M-F
Graphic Arts		TH-F		TH-F
Moviemaking			Th-F	
Nuclear Science			M-W	
Photography	M-W			
Programming				M-F
Radio	M-F			
Robotics		M-F		M-F
Trade Skills	In the Quartermaster's building			
Automotive Maintenance	M-F	M-F		
Blacksmith	M-F	M-F	M-F	M-F
Welding	M-F	M-F	M-F	M-F
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			
Trail Blazers	M-F			
RANGER CHALLENGE	Meets every afternoon at the STEM Center picnic tables.			
Ranger Challenge			M-F	

Merit Badge & Program Prerequisites	Scouts should have and have had read the merit badge prior to coming to camp
Class	PREREQUISITES
AQUATICS	
BSA Stand Up Paddleboarding +	Must pass swimmers' 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 swimmers' test.
Lifesaving	Must Pass Swimmers Test. Must have Swimming Merit Badge. Bring long-sleeve button-down shirt & long pants.
Rowing	Must pass swimmers' 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	Read the merit Badge book. Req. 3a, 3c., 4 Be prepared to share what you learned about your family's history with the class.
Citizenship in the Community	Read the merit Badge book. Complete the Citizenship in the Community packet found at bradysaunders.net
Citizenship in the Nation	Read the merit Badge book Be prepared to discuss Reqs. 5 and 7. Bring Req. 8 with you to camp
Citizenship in the World	Read the merit Badge book Scouts should be prepared to present Req. 3b at camp.
Communication	Read the merit Badge book Scouts should be prepared to present Reqs. 2, 3, and 6 at camp. Req. 8
Personal Fitness	Read the merit Badge book 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 days before arrival at camp!!!
Personal Management	Read the merit Badge book 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 at camp
Law	Read the merit Badge book Req 4, 9, 11
Scouting Heritage	Read the merit Badge book Req. 5, 6, & 8
ECOLOGY	
Environmental Science	None
Fish and Wildlife Management	Requirement 7
Forestry	Req. 5
Geology	None

Merit Badge & Program Prerequisites	Scouts should have and have had read the merit badge prior to coming to camp
Class	PREREQUISITES
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
Chess	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	
Camping	4, 5E, 7B, 8D, 9
Cooking	Req. 2c, 4.
Emergency Preparedness	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
Fishing	Recommended to bring fishing rod, tacklebox and bait
Geocaching	Requirement 7,9
Orienteering	Recommended to bring a compass. Req. 7,9,10
Pioneering	Recommended to practice knots and lashings.
Signs, Signals, and Codes	Requirement 7
Trail Biking Program	Recommended to bring own bike
Wilderness Survival	Requirement 5 before camp.
SHOOTING SPORTS	
Archery	<p>Recommend minimum age of 13. Takes a lot of time to qualify. Will need a pocket knife for building an arrow.</p>
Rifle Shooting	<p>Recommend minimum age of 13 due to difficulty handling the firearm. Complete requirement 1F and turn in a report to the instructor or bring your safe hunter card. Difficult to complete without experience.</p>
Shotgun Shooting	<p>Recommend minimum age of 14 due to difficulty handling the firearm. Complete requirement 1F and turn in a report to the instructor or bring your safe hunter card. Difficult to complete without experience.</p>

Merit Badge & Program Prerequisites	Scouts should have and have had read the merit badge prior to coming to camp
Class	PREREQUISITES
STEM	
Animation	None
Astronomy	Begin Requirement 4 before camp bring a flashlight with red lens.
Chemistry	None
Digital Technology	Req. 1
Drafting	None
Engineering	None
Graphic Arts	Reg. 6
Moviemaking	Recommended to bring own camera. Req. 1a
Nuclear Science	None
Photography	Recommended to bring own camera. Req. 1a
Programming	Req. 1a
Radio	None
Robotics	None
Trade Skill	
In the Quartermaster Building	
Automotive Maintenance	
Blacksmith	Long pants and long sleeve shirts required. Cotton only. No synthetics
Welding	Long pants and long sleeve shirts required. Cotton only. No synthetics
Trail Blazers	
Trail Blazers	See Trail Blazer section of program guide.