

# 2025 Summer Camp Merit Badge Guide



Camp T. Brady Saunders  
*Heart of Virginia Council*



Dear Scoutmaster, Scouts, and Parents

On the following pages, is the 2025 edition of the Merit Badges offered at Camp T. Brady Saunders

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 4, 2025. Please continue to check this link periodically for updates which will be listed on this page.

#### Free Time Merit Badges:

If a Scout is interested in taking one of the badges listed below, please contact John Allen (john.allen602@scouting.org) at least two weeks before your arrival to camp and we will do everything we can to arrange to provide the badge during free time:

Collections  
Digital Technology  
Electricity  
Electronics  
Energy  
Fingerprinting  
Game Design

Inventing  
Mammal Study  
Public Health  
Safety  
Salesmanship  
Scouting Heritage  
Search and Rescue  
Theater

#### March 16, 2025 -- Cooking Merit Badge Change

Cooking Merit Badge schedule has been changed. The two sessions of Cooking Merit Badge will now be offered M-F 1st block and 2nd block. This is a change from the previous schedule which had the two sessions of Cooking Merit Badge offered 2nd block and 4th block.

## Merit Badge & Program Offerings:

American Heritage  
Animation  
Archery  
Art  
Astronomy  
Basketry  
Blacksmithing (Metal Work)  
BSA Stand Up Paddleboarding\*  
**Camping**  
Canoeing  
Chemistry  
Chess  
**Citizenship in the Community**  
**Citizenship in the Nation**  
**Citizenship in the World**  
Climbing  
**Communication**  
**Cooking**  
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**

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  
Ranger Challenge \*  
Reptile & Amphibian Study  
Rifle Shooting  
Robotics  
Rowing  
Shotgun Shooting  
Signs, Signals and Codes  
Small Boat Sailing  
Soil and Water Conservation  
Space Exploration  
**Sustainability**  
**Swimming**  
Trail Biking Program\*  
Trail Blazers\*  
Weather  
Welding  
Wilderness Survival  
Woodcarving  
Welding (Metal Work)

\* Not a merit badge

**Eagle Required**

<b>Merit Badge Schedule and Location</b>				
	<b>9:00 – 10:15</b>	<b>10:25 – 11:40</b>	<b>1:10 – 2:25</b>	<b>2:35 – 3:50</b>
<b>PROGRAM -- BLOCK</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>AQUATICS</b>	<b>Classes meet at the camp waterfront</b>			
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
<b>COPE/CLIMBING</b>	<b>Meet at the OA Pavilion</b>			
Climbing			M-F	M-F
Project COPE High Ropes Adventure	M-F			
<b>EAGLE AREA</b>	<b>Meet at the Eagle Pavilion, located beside the retreat field and bath house 3</b>			
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
Law		M-W	M-W	
Personal Fitness	M-W	M-W		
Personal Management			M-F	
<b>ECOLOGY</b>	<b>Meet at the Nature Lodge, located across from the Trailblazers</b>			
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		
<b>HANDICRAFT</b>	<b>Meet at the Handicraft Pavilion, located next to the Volleyball Court</b>			
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	
Space Exploration	M-W			M-W
Woodcarving		M-W		

<b>Merit Badge Schedule and Location</b>				
	9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50
PROGRAM -- BLOCK	1	2	3	4
<b>OUTDOOR SKILLS</b>	<b>Meet at the Outdoor Skills Area, located next to the Health Lodge (NOTE: Cooking Merit Badge is taught in the OA Pavilion)</b>			
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
<b>SHOOTING SPORTS</b>	<b>The ranges are located behind the Administration Building Parking Lot</b>			
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
<b>STEM</b>	<b>Meet in the STEM Building across from the Administration Building.</b>			
Animation		Th-F	Th-F	
Astronomy	M-W			
Chemistry		M-W		
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
<b>Trade Skills</b>	<b>In the Quartermaster's building</b>			
Blacksmithing (Metal Work)			M-F	
Welding (Metal Work)	M-F			
<b>TRAIL BLAZERS</b>	<b>Meets every morning at Eagle Plaza (the flagpole where we do morning announcements) - The Trail Blazer Area is located across from the Nature Lodge</b>			
Trail Blazers	M-F			
<b>RANGER CHALLENGE</b>	<b>Meets every afternoon at the STEM Center picnic tables.</b>			
Ranger Challenge			M-F	

<b>Merit Badge &amp; Program Prerequisites</b>	<b>Scouts should have and have had read the merit badge prior to coming to camp</b>
<b>Class</b>	<b>PREREQUISITES</b>
<b>AQUATICS</b>	
<b>BSA Stand Up Paddleboarding +</b>	Must pass swimmers' test.
<b>Canoeing</b>	Must pass swimmer's test. Recommended that you have earned Swimming and Kayaking merit badge.
<b>Kayaking</b>	Recommended that the Scout has already earned the swimming merit badge. Must pass swimmers' test.
<b>Lifesaving</b>	Must Pass Swimmers Test. Must have Swimming Merit Badge. Bring long-sleeve button-down shirt & long pants.
<b>Rowing</b>	Must pass swimmers' test. Recommended that you have earned Swimming and another boating merit badge.
<b>Small Boat Sailing</b>	Must be 13. Must pass swimmer's test. Must have earned Swimming and another boating merit badge.
<b>Swimming</b>	Must Pass Swimmers Test.
<b>Instructional Swim +</b>	None
<b>COPE/CLIMBING</b>	
<b>Climbing</b>	Shorts & Athletic shoes recommended (long pants are not required). No hiking/work boots. Must wear sneakers.
<b>COPE - High Ropes Adventure +</b>	Must be 14 years old by September 1 of the year participating. Must wear long Pants on Thursday and Friday!
<b>EAGLE AREA</b>	
<b>American Heritage</b>	<b>Read the merit Badge book.</b> Req. 3a, 3c., 4 Be prepared to share what you learned about your family's history with the class.
<b>Citizenship in the Community</b>	<b>Read the merit Badge book.</b> Complete the Citizenship in the Community packet found at bradysaunders.net
<b>Citizenship in the Nation</b>	<b>Read the merit Badge book</b> Be prepared to discuss Reqs. 5 and 7. Bring Req. 8 with you to camp
<b>Citizenship in the World</b>	<b>Read the merit Badge book</b> Scouts should be prepared to present Req. 3b at camp.
<b>Communication</b>	<b>Read the merit Badge book</b> Scouts should be prepared to present Reqs. 2, 3, and 6 at camp. Req. 8
<b>Law</b>	<b>Read the merit badge book</b> <b>Req 4, 9,11</b>
<b>Personal Fitness</b>	<b>Read the merit Badge book</b> 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!!!
<b>Personal Management</b>	<b>Read the merit Badge book</b> 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
<b>ECOLOGY</b>	
<b>Environmental Science</b>	None
<b>Fish and Wildlife Management</b>	Requirement 7
<b>Forestry</b>	Req. 5
<b>Geology</b>	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
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, 5a-b, 6 and 7
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	<b>Recommend minimum age of 13.</b> Takes a lot of time to qualify. Will need a pocket knife for building an arrow.
Rifle Shooting	<b>Recommend minimum age of 13 due to difficulty handling the firearm.</b> Complete requirement 1F and turn in a report to the instructor or bring your safe hunter card. Difficult to complete without experience.
Shotgun Shooting	<b>Recommend minimum age of 14 due to difficulty handling the firearm.</b> Complete requirement 1F and turn in a report to the instructor or bring your safe hunter card. Difficult to complete without experience.

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