

2026 SUMMER CAMP



PROGRAM GUIDE

June 21 – June 27
July 5 – July 11

June 28 – July 4
July 12 – July 18



Register!

Summer Camp 2026

Program Guide



Over 60 years of Summer Camp

Camp T. Brady Saunders

Heart of Virginia Council



The Scout Oath

On my honor I will do my best,
To do my duty to God and my Country,
And to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally awake,
and morally straight.

The Scout Law

A Scout is: Trustworthy
Loyal, Helpful
Friendly, Courteous
Kind, Obedient
Cheerful, Thrifty
Brave, Clean
and
Reverent

T. Brady Saunders Graces

Breakfast

Gracious giver of all good,
Thee we thank for rest and food.
Grant that all we do or say,
In Thy service be this day.

Lunch

Father for this noonday meal,
We would speak the praise we feel
Health and strength we have from Thee
Help us Lord to faithful be.

Dinner

Tireless Guardian on our way,
Thou has kept us well this day.
While we thank Thee, we request
Care continued, pardon rest.

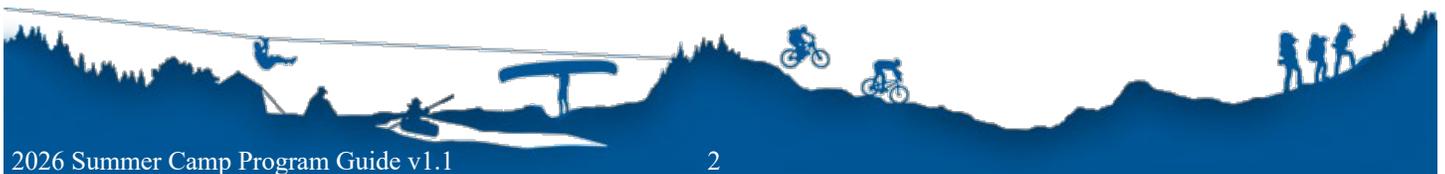
Scout Vespers

Softly falls the light of day
as our campfire fades away.
Silently each Scout should ask,
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
everything to Be Prepared?"

Mission Statement- The mission of the Boy Scouts of America is to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Vision Statement – The Boy Scouts of America is the nation’s foremost youth program of character development and values-based leadership training. In the future Scouting will continue to

- Offer young people responsible fun and adventure;
- Instill in young people lifetime values and develop in them ethical character as expressed in the Scout Oath and Law;
- Train young people in citizenship, service, and leadership;
- Serve America’s communities and families with its quality, values-based program.





Dear Camp Leaders, Parents, and Scouts,

Welcome to Camp T. Brady Saunders 2026!

We would like to thank you for choosing to spend a week with us at the Heart of Virginia Scout Reservation and making Camp T. Brady Saunders your destination summer camp. Camp T. Brady Saunders has a proud tradition of providing Scouts with an excellent summer camp experience since 1965.

We have an exceptional group of staff and Area Directors returning, along with some new faces, all to ensure that we exceed your Troop's expectations.

This guidebook provides information you need to plan a successful week at Camp T. Brady Saunders. This guide is also available online along with all the documents you need for summer camp. More detailed information about merit badges can be found in the Merit Badge Guide available at www.bradysaunders.net.

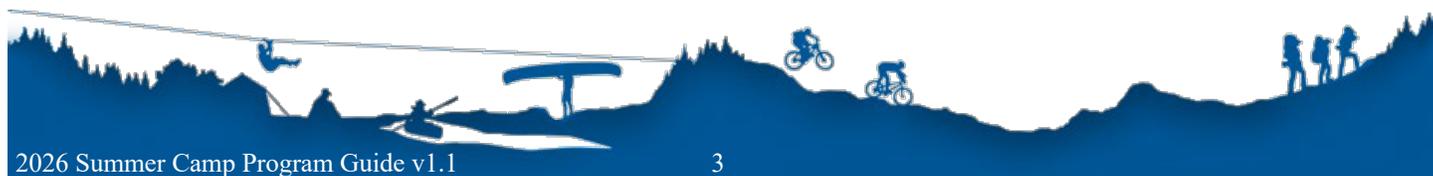
As we get closer to summer camp 2026 some minor revisions may have to be made to this guide. Be sure to visit www.bradysaunders.net for the most updated edition of this Guide and additional information about other programs offered at Camp T. Brady Saunders.

Again, this year, Scoutmasters will be invited to a pre-camp meeting via Zoom, held 2 weeks before each session of camp. Also, camp shirts will be available for pre-order online before camp. Details will be online and emailed to each troop leader.

Please read this guidebook thoroughly to ensure that your unit gets the most out of their summer camp experience. Also, check the website to see any additions to this guide. We are very excited about this summer and honored to serve as the Camp Leadership Team. Again, thank you for choosing Camp T. Brady Saunders, and we look forward to seeing you at camp!

Sincerely,

John Allen
TBS Camp Director
Heart of Virginia Council
john.allen602@scouting.org
804-314-6261



CAMP T. BRADY SAUNDERS

The Heart of Virginia Scout Reservation is three separate camps in Maidens, Virginia on 604 acres in Goochland County. Camp S. Douglas Fleet is a short-term camping area located near the entrance to the Reservation that offers camping facilities for weekend use throughout the year. Cub & Webelos Adventure Camp is a Summer Camp specifically designed for Cub Scouts & Webelos Scouts and was opened in 2002. Camp T. Brady Saunders is the oldest camp on the Reservation and provides long-term summer camp for Scouts BSA, Sea Scouts, and Venture Scouts.

Mr. Thomas Brady Saunders of Goochland, owner of the Miller Manufacturing Company of Richmond, donated the original land to build Camp T. Brady Saunders in 1964. It replaced Camp Shawondasee, now Camp Thunderbird owned by the YMCA. Over the years, additional land for the Camp and the Reservation was acquired as gifts from Nawakwa Lodge #3 of the Order of the Arrow, Mr. Thomas Starke, III, the Chesapeake Corporation of West Point, the Boisseau Estate, and through various other purchases.

Camp T. Brady Saunders has 16 separate campsites, four shower houses with individual rooms, a large dining hall equipped with air-conditioning, a trading post, health lodge, aquatics program on Lake Dillon, Project C.O.P.E (Challenging Outdoor Personal Experience) Course, remote controlled multi-station shotgun range, covered archery and rifle range, STEM (Science, Technology, Engineering, and Mathematics) program, Metalworking including Welding and Blacksmithing, and auto mechanics classroom, a 3D archery range, 10 miles of mountain bike and hiking trails, a compass and geocaching course, a sand pit volleyball court, a traverse wall, a nine-hole disk golf course, a 28 foot tall Wet Willy waterslide, canoes, kayaks, paddleboards, sailboats, an administration building and dining hall equipped with high speed wireless internet, Scoutmaster Lounge with Internet, and a basketball court.

The Reservation is in the Piedmont region of Virginia and has deciduous and coniferous woodlands, rolling hills, lakes, and beautiful valleys. Wildlife abounds with deer, squirrel, beaver, turkey, fox, rabbit, Canada geese, ducks, and even a skunk or two.

Through the foresight of the Council Properties Committee, Camping Committee, and the Conservation Committee, Camp T. Brady Saunders provides a modern facility that does not detract from the natural beauty of the Reservation. Camp T. Brady Saunders provides a great outdoor experience with modern facilities and excellent program opportunities for Scouts of all ages!

CONTACT INFORMATION

Camp Mailing Address
1723 Maidens Road
Maidens, VA 23102

Council Office Mailing Address
8090 Villa Park Drive
Henrico, VA 23220

- **Camp Office – 804-556-0594** Please only use this number for Emergencies and Camp Business
- **Council Office – 804-355-4306**

Weeks of Operation for 2026

Week 1: June 21 – June 27

Week 2: June 28 – July 4

Week 3: July 5 – July 11

Week 4: July 12 – July 18



Camp Fee Structure

Hold-A-Spot - \$400 due at time of reservation, this fee is applied to the balance of your registration.

\$460.00 Youth - \$435 Early Bird*

**An Early Bird rate of \$25 off will be applied to all Scouts who have 50% of their camp fees paid by March 17, 2026 – Balance due June 2, 2026*

***HOVC Scouts will have an additional \$40 discount applied due to the Season Pass Program.*

\$195 per adult – 1 Free Adult per 10 Paid Scouts.

\$35 per night for leaders not staying the entire week.

\$10 per meal for guest meals.

ADDITIONAL FEES FOR SOME MERIT BADGES.

This includes handicraft kits, Cooking merit badge supplies, etc. Ammunition for shooting sports merit badges is provided at no additional cost for shooting during merit badge classes. Additional ammunition for free-time shooting may be purchased at the Trading Post.

Cancellation/Refund Policies

The Heart of Virginia Council strives to provide the very best program for Scouts attending our Camp. We sign contracts with staff and vendors in February, and cancellations after April 30th, undermine our ability to provide a quality program.

UNFILLED RESERVED SPOTS:

- All unfilled reserved spots need to be cancelled by April 30th.
- Units who have unfilled reserved spots and want to cancel them after April 30th will be charged for 50% of the cost of that reserved spot.

CANCELLATIONS:

- Prior to May 1st, we will cancel any registration and refund all money paid.
- Cancellations for any reason May 1st – May 31st will be refunded 50%.
- Beginning June 1st, there will be no refunds for cancellations. Reasons such as vacation schedule, summer school, sporting events, and last-minute changes of mind are not acceptable reasons for cancellations.
- Beginning June 1st, in the case of the death of an immediate family member, sickness or injury, or military transfer we will refund 50% of the cost of registration with proper supporting documentation submitted to the council by troop leadership.
- All requests for cancellations must be submitted by the unit registration contact on file to pamela.miscikowski@scouting.org. Cancellation requests that are called in or submitted directly by the parent will not be accepted. All cancellation requests should include the following: unit #, name of registrant, reason for cancellation, and, beginning June 1st, any supporting documentation. Refunds are processed from the Council Service Center and will be refunded back to the unit in the form of the original payment.

General Camp Policies

Camp T. Brady Saunders is a BSA Nationally Accredited camp owned and operated by the Heart of Virginia Council. Its staff and all participants, including Scouts and leaders, must be currently registered members of the Boy Scouts of America. All Troops must have two BSA registered leaders, 21+ year old in camp at all times. If females are attending, proper ratios of male and female leadership must be always in camp. All rules regarding youth protection must be followed for Scouts BSA Troops. In accordance with Federal law and U.S. Department of Agriculture policy, this institution is prohibited from discriminating, on the basis of race, color, national origin, sex, age, or disability. All adults attending camp need to have completed Safeguarding Youth Training available at my.scouting.org.

Provisional Campers

Provisional Campers are individual Scouts who attend summer camp without their troop. Sometimes Provisional Campers attend with one parent or leader. These Scouts are still considered Provisional Campers. We are very excited to be able to offer individual Scouts the opportunity to attend our camp. Provisional Campers will be assigned to a troop in one of two ways. The Scout may be put into a troop with volunteer leadership formed specifically to act as a Provisional Troop for the week; or, they will be added to an already existing troop who has agreed to take the Scout as part of their troop for the week. Additionally, during week four of camp the Order of the Arrow hosts a provisional troop, called Troop 3. This is a fantastic opportunity for Scouts to attend camp and make friends from many other units across the council and out of council.



PREPARING FOR YOUR SUMMER CAMP ADVENTURE

August – March

- Register online or use a paper registration form to register for summer camp.

February

- February 12th, reserve a spot closes and registration opens.
- Using the link from your initial reservation, go back and confirm the number of Scout and adult spots you need and begin to enter registration information for each one.

March

- Pay ½ of troop fees by March 17th to secure Early Bird rate and be able to register Scouts for merit badges.
- Have Scouts select their merit badge and program choices for summer camp using merit badge guide
- Scouts taking Personal Fitness and Personal Management should begin working on their prerequisite packet
- Online merit badge registration begins on March 17th at 6:00 PM. Scouts must have 50% of the participant fee paid in order to be able to select merit badges.

April

- Remove all reserved spaces you will not be using from your registration by April 30th to avoid cancellation fees

June

- Pay balance of fees by June 2nd.

2 Months before Departure

- Issue each Scout a personal equipment checklist
- Committee checks with parents of all Scouts not currently signed up to ensure they will not be attending
- Troop leader begins program planning for camp
 - Review program ideas from each Scout
 - Determine patrol and troop advancement/program needs
- Check status of fee payments and financial needs of Scouts
- Troop Committee and parents begin plans for camp
 - Transportation and equipment needs
 - Extra leadership
- Download the Annual Health and Medical Record (Parts A, B & C) from the website and distribute to all Scouts

1 Month before Departure

- Troop leader holds camp planning meeting with the Patrol Leader's Council
 - Review equipment checklists
- Remind all Scouts and their parents of arrangements, departure times, visitor night, etc.
- Check status of fee payments

2 Weeks before Departure

- Attend the pre-camp Zoom meeting to learn of any last-minute changes.
- Inventory troop's waterfront abilities – If doing pre-camp swim checks, download form from camp website
 - Classify Scouts as Non-Swimmers (learners), Beginners, or Swimmers
- Remind all Scouts and their parents of arrangements, departure times, visitor night and other camp specifics
- Pay any remaining fees to ensure a quick check-in at camp

1 Week before Camp

- All Scout and leader medical forms (Annual Health and Medical Records) should be completed – Scoutmaster please review before arrival (PLEASE SUBMIT A **COPY** OF THE MEDICAL FORM, NOT THE ORIGINAL)
- Scoutmaster holds final Patrol Leaders' Council about camp
- Troop Committee meets to tie together loose ends
- If not already paid, pay outstanding fees to ensure a quick check-in at camp
- Print each Scout a copy of their camp schedule



First Day in Camp – Check-in Schedule and Procedures

10:00 AM – 1:00 PM

Early Arrival – Stop by the administration building to sign-in, confirm your campsite assignment and receive a camp map. You are welcome to drive to your campsite and begin setting up camp, be sure to only use tents they are assigned. Remember to not exceed 10 miles per hour. When you sign-in at Administration and take advantage of early arrival, your Site Guide will meet you at your campsite shortly after 2:00 PM to begin the formal check-in process. This is a great time to make the site your home for the week!

2:00 – 3:30 PM

Formal Check-In – Park in the lot behind the Camp Office. If you are not arriving early, you will meet your Site Guide at the Camp Office when you arrive at camp. Your Site Guide will walk your Scouts to their site. The Scoutmaster will stay at the Camp Office to complete check-in or if it is crowded, they may elect to return when it is slower. Please have the following:

- All materials needed to complete any financial transactions
- A copy of your Troop's roster with cell phone numbers for all leaders in camp.
- A written list of any merit badge changes needed
- A roster of everyone who is at camp and a list of any registered campers who are not attending camp.

Early arrivals

- Transfer all vehicles to the main parking lot by 2:00 PM.
- Scoutmasters complete formal check-in at the Administration Building

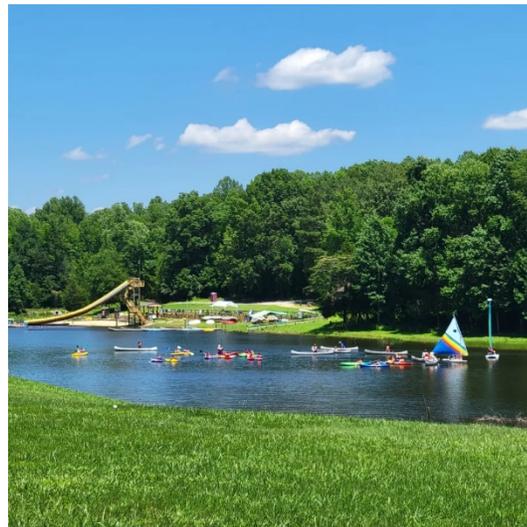
2:00 – 5:00 PM

Camp Tour – Your Site Guide will take the Troop on a tour of the camp.

Medical Check-in at the Health Lodge – Have **each** Scout present their own medical form to the Health Officer for review. Medications may be left at the Health Lodge at this time, if not being secured in your campsite by a Scoutmaster. Buddy tags will be issued only after medical forms are received. We suggest a second copy of the medical forms remain with the in-camp leadership.

The Waterfront – Swim checks are conducted. If your Troop took advantage of pre-camp swim-checks please present them to the Aquatics Director along with supporting documentation. The pre-camp swim-checks sheet is available on the Brady Saunders website at www.bradysaunders.net.

The Dining Hall – There will be a stop at the Dining Hall where a demonstration of the dining procedures will be reviewed. It is important for every camper to attend so as to better facilitate meals throughout the week.



5:30 PM Waiters report to the Dining Hall. Send one waiter for every six total Scouts and Leaders.

Have the rest of your Troop, in full Field Uniform and with flags, report to the Eagle Plaza for retreat.

5:40 PM Retreat Ceremony at Eagle Plaza (in front of the Dining Hall) uniform required. – attendance is required (excluding waiters).

Evening announcements will be made following retreat.

6:00 PM Supper

7:00 – 8:15 PM

Scoutmaster and Senior Patrol Leader Roundtable meeting is at the STEM Pavilion.

Waterfront demonstration – This is mandatory for all other Scouts and Leaders in camp and is held at the waterfront.



Basic Daily Schedule

<u>Time</u>	<u>Event</u>
7:00 AM	First Call
7:45*	Waiters to Dining Hall
7:50	Morning Colors Ceremony at Eagle Flag Plaza—required attendance (<i>attire ready to participate in merit badges</i>)
8:00	Breakfast
8:45	Campsite Inspections begin (presence is not required)
9:00 – 10:15	Block 1 — 1 st merit badge period
10:25 – 11:40	Block 2 — 2 nd merit badge period
11:50*	Troop Assembly at Campsites / SPL and Scoutmaster Meeting
12:00 PM	Waiters to Dining Hall
12:15	Lunch
1:10 – 2:25	Block 3 — 3 rd merit badge period
2:35 – 3:50	Block 4 — 4 th merit badge period
4:00 – 5:00	Open Period, activities announced daily in program areas — see schedule provided at SM&SPL Meeting.
5:10*	Troop Assembly at Campsites
5:40	Waiters to Dining Hall
5:45	Camp-wide Evening Retreat at Eagle Flag Plaza
6:00	Supper
7:00 – 8:30	Evening Activity Period (Camp planned activities)
8:30	Troop Activity Period
9:00	Evening Devotions (Chapel available for troops — personal ceremonies)
9:45	Call to Quarters
10:00*	All Scouts to own campsite, Lights Out, All Quiet, Bed Check

* Please count heads to make certain all your Scouts are present.

** Schedule subject to change.

NOTE: ATTENDANCE, PARTICIPATION, WEATHER, OR OTHER UNFORESEEN FACTORS MAY NECESSITATE SCHEDULE CHANGES DURING THE WEEK. IF THIS OCCURS YOU WILL BE NOTIFIED AS SOON AS POSSIBLE OF THOSE CHANGES.



Checkout Procedures & Last Day at Camp

Before 7:30 AM, or after breakfast, one vehicle per Troop will be allowed to enter the campsite to remove gear. Please, no vehicles on the road, between 7:30 and 8:00 AM, while campers are moving to the Dining Hall! Remember to drive slowly!

At 9:00 AM, your Site Guide will arrive at your campsite and complete the Checkout Sheet. If you plan to leave earlier, please inform the Commissioner Staff, so they can make special arrangements to have your site inspected early.

Once inspection is completed, you will bring your Checkout Sheet to the Administration building to complete the checkout process. You will receive your checkout packet containing your Troop's awards, patches, and merit badge completion sheet instructions. You will also pick up your medical forms and any medications; *all medical forms and medications left at camp must be destroyed per federal law.*



Monday Morning Arrival

Camp T. Brady Saunders allows units to arrive on Monday morning, beginning at 7:00 AM, no earlier. Please come to the Camp Administration building, where we will check your unit in and you will meet your Site Guide. Your Site Guide will take you to your campsite to drop off your equipment and will then take you to the Health Lodge for medical form reviews. The Health Lodge will issue you buddy tags. A leader should take the buddy tags to the waterfront to the buddy board and then the Troop should report to the Dining Hall for breakfast.

We *highly* recommend that Troops who are coming in on Monday take advantage of the pre-camp swim checks; however, if your Scouts still need to be swim checked, they will do this at the beginning of their first aquatics merit badge class, and for those not taking an aquatics class, swim checks will be available at the beginning of free swim at 4:00 PM.

Mid-Week Arrivals & Departures from Camp

All campers, both youth and adult, must sign in and out at the Camp Office. This applies to anyone who is arriving or leaving the camp. It is critical that we always know who is, or is not, at camp. A Scout must have a Scoutmaster present at the time of departure to confirm the Scout is permitted to leave. Thank you for your cooperation!

Camp Wristbands

All campers, both youth and adult, must wear the colored wristband they were given at check-in. Anyone who is found in camp without their wristband will immediately be escorted to the Camp Office. Replacement bands are available in the Camp Office at the Administration Building.

Medical Forms, Medications in Camp & Health Lodge Procedures

The Health Lodge is staffed by qualified/trained personnel. A camp physician is on call 24 hours a day. St. Mary's Hospital in Richmond will treat emergency patients from camp. Goochland County Fire and Rescue Association provides emergency transport when needed. Non-emergency transportation is provided by the unit leaders to either Kid-med in Short Pump or to St. Mary's Hospital (as determined by the Health Officer).



ALL campers, both youth and adult, must have a completed Annual Health and Medical Record (Parts A, B & C) with them when they report to camp, and it must be filled out completely (including copy of medical insurance card). These medical forms will be placed on file within the Health Lodge and will be returned to the troop at check out. Any forms left at camp when a troop leaves, must be destroyed according to Federal law. Please do not give the Health Lodge original medical forms, please submit a copy of the original.

The medical forms must be dated within the past 12 months. Part A must be signed by both the Scout and a parent/guardian, and **Part C must be completed and signed by a physician**. Incomplete forms cannot be accepted. All rotating leaders must also have a current medical form (Parts A, B & C) on file. **Please have these forms completed when you arrive at camp. We cannot allow any participants to stay in camp without these completed forms.**

In case of emergencies, call the camp office 804-556-0594 or the Camp Director at 804-314-6261.

Swim-Check & Waterfront Procedures

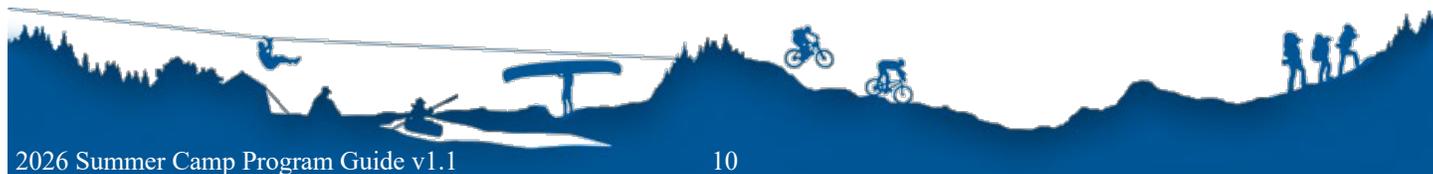
All Scouts who come to camp and intend to participate in any event involving the waterfront must go through swim check at camp or complete a pre-camp swim check. There is a document available on the camp website (www.bradysaunders.net), which has all the information and forms your troop will need to complete pre-camp swim checks. Each troop, in its entirety, will go to the waterfront during the camp tour. Scouts and leaders will need to be in swim trunks during this time and be ready to participate in swim checks. There is also a waterfront demonstration at 7:00 PM on Sunday, which all troops are required to attend. *Please note that open-toed shoes are not allowed outside the waterfront area and cannot be worn from the campsite to the waterfront area!*

Valuables

Unfortunately, even at Scout camp, losses occur. For self-protection, items you do not wish to lose should be left at home. The camp carries no insurance for personal items and is not responsible for loss or theft of personal items. Tents are private areas. At no point should Scouts enter another Scout's tent, nor should Scouts enter any campsite other than their own without permission. Report any such activity to the Camp Administration Team!

CPAP Machines and Electricity in Campsites

There are limited campsites available to supply electricity to CPAP machines. At the time you make your registration, the Camp Director should be informed if a CPAP machine will be brought that needs power. **Unfortunately, we cannot guarantee that power will be available for your CPAP unit.** It is recommended that you bring a battery-powered machine. The electricity provided in campsites is for these machines only. Air-conditioning units, refrigeration units, etc. are not allowed in campsites or in tents. Extension cords will be required to connect CPAP machines to provided power (either in-site for Newlon, Frise & Overstreet or from Shower House #2 for Heslep), and troops must provide their own extension cords as needed.



Campsite Amenities Breakdown

Our 15 sites here at Camp T. Brady Saunders offer unique rustic camping experiences for Scouts and adult leaders. Please view the map on the next page for the specific locations of each site. Below is a breakdown that specifies each site's capacity, shower house assignment, and other amenities. If you have any questions or concerns, please do not hesitate to reach out!

All of our sites are equipped with bulletin boards for troops to post duty charts, waiter rotations, schedules, and other items. Additionally, fire rakes, shovels, and trash bags are provided to each site. Lastly, all of our sites come with a water spigot within the site that provides potable (drinkable) water.

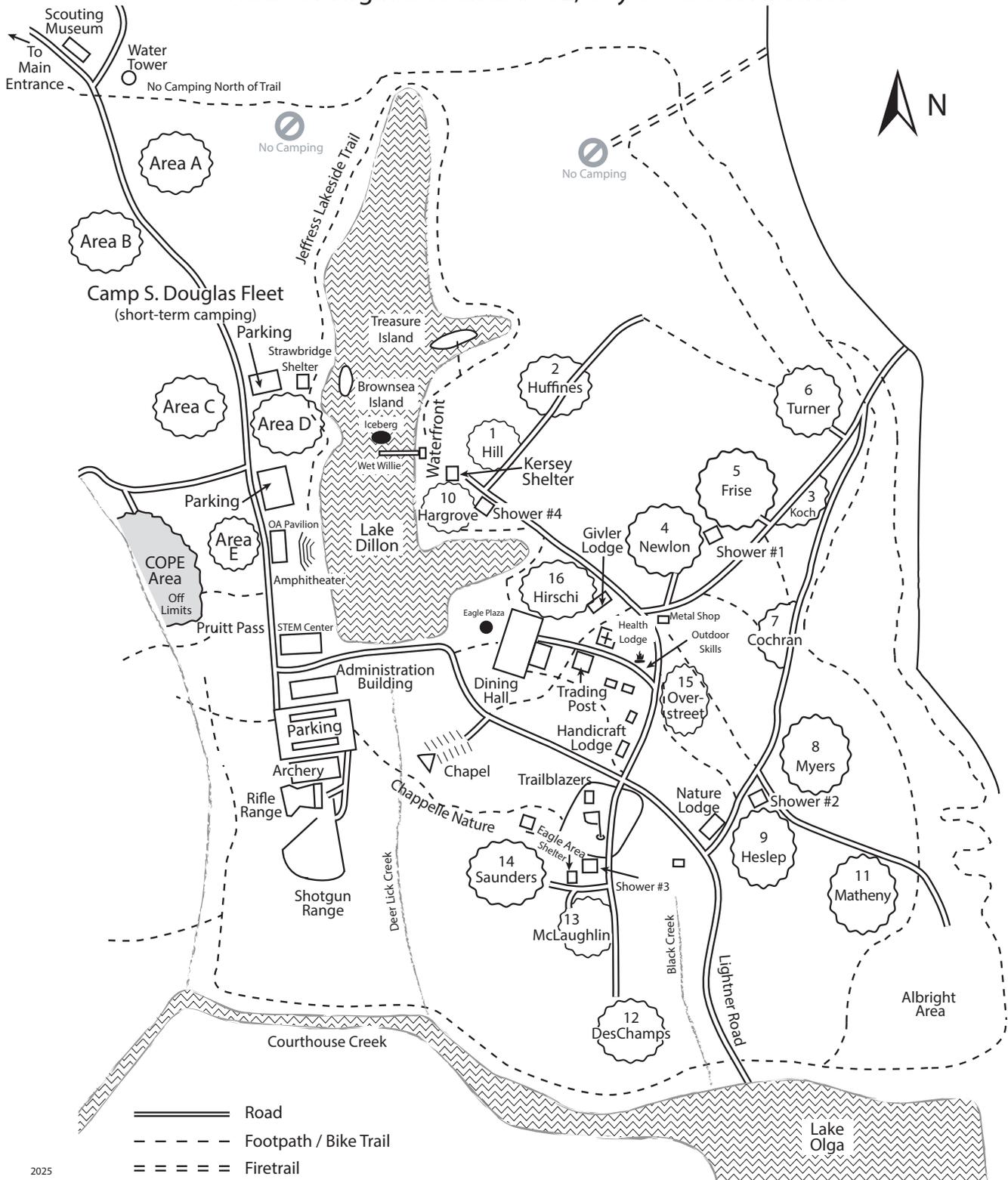
While the camp staff will work to ensure troops get their desired selected site preferences, these are not guaranteed. Additionally, unless your unit can fill a site, there is a possibility that some sites may be shared between two units. This information will be communicated by camp staff prior to the arrival of the troop to camp.

Site #	Site Name	Scout Capacity	Latrines	Shower House Assignment	Electricity for CPAP
1	Hill	28	Yes	Shower House #4	No
2	Huffines	38	Yes	Shower House #4	No
3	Koch	38	No	Shower House #1	No
4	Newlon	54	No	Shower House #1	Yes
5	Frise	60	No	Shower House #1	Yes
6	Turner	30	No	Shower House #1	No
7	Cochran	28	No	Shower House #2	No
8	Myers	44	No	Shower House #2	No
9	Heslep	56	No	Shower House #2	via shower house
10	Hargrove	20	Yes	Shower House #4	No
11	Matheny	32	No	Shower House #2	No
12	DesChamps	34	Yes	Shower House #3	No
13	McLaughlin	36	No	Shower House #3	No
14	Saunders	32	Yes	Shower House #3	No
15	Overstreet	28	No	Shower House #3	Yes



Camp T. Brady Saunders

Heart of Virginia Council #602, Boy Scouts of America



2025



Mail

Daily deliveries and collections are made at camp. Outgoing mail will be picked up from the mailbox following breakfast each day. Incoming mail can be picked up at the Dining Hall by an adult leader at supper. All packages will need to be picked up from the hearth in the Dining Hall. Mail to campers should be addressed as follows:

Scout _____ of Troop # _____ Week # _____

Camp T. Brady Saunders
1723 Maidens Rd
Maidens, VA 23102

Amazon or other delivery services

If you need to order anything to be delivered while you are at camp, use the OA Museum address **1719 Maidens Road, Maidens, VA 23102**. We check there daily and will bring your packages to the Camp Office in the Administration Building.

Closing/Visitors Campfire:

Please remember that pets are not allowed to be at camp.

Vehicles are not allowed in camp except to retrieve equipment for units leaving early, and only from 5:00 PM – 6:00 PM. All vehicles must have a vehicle pass issued through the Camp Office, except during Saturday check-out.



Parents are invited to have Friday dinner with their Scouts and attend the closing campfire, which begins at 8:15 PM; however, we do not provide a family dinner. If parents wish to have dinner Friday evening, they are welcome to bring a picnic meal and, after the evening flag ceremony, they are welcome to dine on the lawn in front of the Dining Hall.

The Friday evening campfire is a series of skits and songs performed by the Scouts. Additionally, awards for both troops and individuals are presented. The campfire will end by 10:00 PM.

If Scouts or troops are leaving early, they must sign-out in the Camp Office at the Administration building. All guests need to be out of the camp by 10:30 PM. Guests taking a Scout going home early from camp on Friday night must be sure that the Scoutmaster is aware and that sign-out is completed in the Camp Office.

Camp Swimwear Policy

All swimwear must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed — modest tankinis or one-piece swimsuits are appropriate.

Smoking in Camp

In adherence with national Scouting policy, state laws, and local laws, smoking in camp is allowed only in designated areas. The only designated smoking area is located at the southwest corner of the parking lot behind the Administration Building. **Smoking in all other areas of camp is strictly prohibited.**



TROOP/PATROL GEAR TO BRING TO CAMP

Dining Fly	Troop Advancement Chart or Copy	Patrol Flag(s)
100' Clothesline	Troop and American Flags	Alarm Clock
Troop Record Book	Patrol Cooking Equipment	Dutch Ovens
Pencils & Paper	Ceremony Equipment	Thumb Tacks
Song Book	Merit Badge Pamphlets	Skit Supplies
Troop First Aid Kit	Scoutmaster Handbook	Troop Activities
Scoutmaster Minutes	Personal Tents (optional)	Leaders Guide

Cooking supplies for Scoutmaster Cook-off and/or Dutch Oven Cook-off

Lanterns and Stoves — Liquid fuels may be used in camp, but they must be stored locked with the Quartermaster.

Units are strongly encouraged to bring 8' x 10' rain tarps for each camp tent.

SCOUTS PERSONAL GEAR TO BRING TO CAMP

ITEM

SUGGESTED NUMBER

Backpack	1
Sleeping Bag or 2 Sheets & Blanket	1
Pillow	1
An 8' x 10' plastic tarp (extra waterproofing for tent)	1 per 2 scouts
Flashlight / Headlamp	1
Full Scout Field Uniform	1
Walking Shoes (campsite shoes)	1
Camp Shoes (closed toed shoes to wear around camp)	1
Flip-Flops or slides (for shower)	1
Underwear & socks	6 pairs
Extra Clothing (shorts, pants, shirts)	3 sets
Hat	1
Swim Trunks	11
Rain Gear	1
Bath Towel / Wash Cloth / Soap	1 each
Toothbrush & Toothpaste	1 each
Water bottles	2
Brush and/or Comb	1
Completed Medical Form (<i>Parts A, B & C</i>)	REQUIRED
Spending Money	\$75 minimum suggested
Merit Badge Books	
Scout Handbook	
Bug Repellent & Sunscreen	
Paper & Pens	
Completed Merit Badge Partial Requirements	
Required Medications (if applicable)	

OPTIONAL EQUIPMENT

ITEM

Fishing Gear
Camera and Batteries
Musical Instrument
Religious Material
Campsite Game(s)
Deck of Cards



AWARDS AND PATCHES

Camp Patch: Each camper will earn a camp patch once they complete the entire week.

Clean Camp Award: Units must meet the standards of the Commissioner Service on daily campsite inspections.

Honor Patrol Award: This award can be earned by a Patrol if it completes the requirements listed on the Honor Patrol Application available at www.bradysaunders.net.

Honor Troop Award: This award can be earned by a Troop if it completes the requirements listed on the Honor Troop Application, available at www.bradysaunders.net.

Scoutmaster Merit Badge: This award can be earned by adult participants who complete the requirements in the Scoutmaster merit badge handout, available at www.bradysaunders.net.

Mile Swim: Awarded to individual Scouts who swim a mile without stopping during their stay at camp.

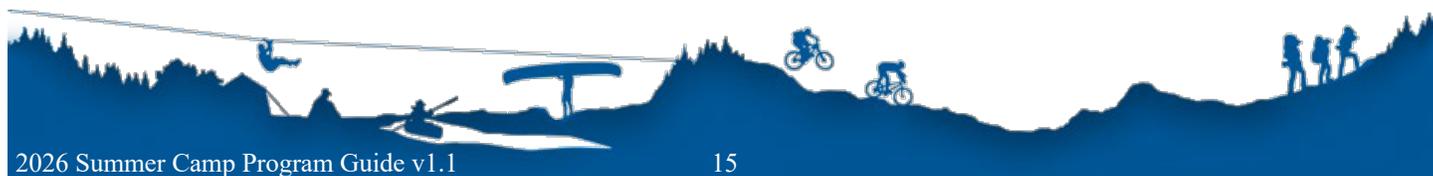
BSA Stand Up Paddleboarding: Awarded to individual Scouts who complete the Stand Up Paddleboard program.

Daily Awards:

Spirit Log: Each day the *Spirit Log* will be presented at retreat to the most spirited Troop of the day. It will be that Troop's duty to decorate the log and bring it back the next day's retreat. Be sure to bring items with you to decorate the Spirit Log.

Clean Sweep: Each day the *Clean Sweep* will be awarded at retreat to the Troop with the cleanest campsite of the day. It will be that Troop's duty to decorate the broom and bring it back the next day's retreat. Be sure to bring items with you to decorate the Clean Sweep award.

Retreat Cup: Each day the *Retreat Cup* will be awarded to the most impressive looking troop at retreat. Uniformity of appearance and decorum are major factors when deciding winners of this award. It will be that Troop's duty to decorate the cup and bring it back the next day's retreat. Be sure to bring items with you to decorate the Retreat Cup.



SPECIAL PROGRAM ACTIVITIES

In the evenings from 7:00 – 8:30 PM there will be a special camp game or activity in which troops and/or patrols can participate. These open activity periods are not being offered as merit badge classes.

Open Activity Programs: *

Aquatics:

- Open Boating — canoes, rowboats, kayaks
- Iceberg — a 14ft inflatable climbing wall and slide. in the lake
- Wet Willy — 100ft waterslide (pictured right)
- Open Swim
- Half-Mile Swim (Tuesday at 6:30 AM)
- Mile Swim (Wednesday at 6:00 AM)



Shooting Sports:

- Archery or 3D Archery
- Rifle Shooting
- Shotgun Shooting

Games:

- Volleyball
- Basketball
- Waterfront Games
- Staff Hunt
- Disk Golf 9-hole Course
- Camp Orienteering Course
- Camp Geocaching Course
- Ultimate Frisbee
- Other games may be added or requested



Camp-wide Events:

Sunday – Waterfront Orientation, Opening Campfire

Monday – To be announced

Tuesday – Waterfront Games

Wednesday – Volleyball Tourney, Scoutmaster Dinner with Scout Executive, Cowboy Action Shoot (for adults)

Thursday – Chapel Service, Dutch oven Cook-off, other activities as announced

Friday – Closing Campfire

** All Activities subject to change*



ADULT LEADER PROGRAMS & CLASSES

There are several training programs listed below with their specific times and meeting locations found in the Merit Badge Guide, details will be available in early 2026.

Many of the nightly programs will have a component that is specifically for the adult leaders in camp. There will also be several activities offered during the day for adult leaders including the Scoutmaster Merit Badge plus many other fun and exciting activities.

In addition, the following classes and activities may be offered for adult leaders at camp:

- **Leave No Trace**
- **BSA Aquatics Supervision: Swimming & Water Rescue**
- **BSA Aquatics Supervision: Paddle Craft Safety**
- **CPR & First Aid Certification**
- **and other courses as requested, pending staffing/trainer availability**

Scoutmasters have the opportunity to attend a special steak dinner with the Heart of Virginia Council's Scout Executive on Wednesday night. This dinner is a great opportunity to meet our council's leadership and discuss Scouting. Please leave at least one adult with your troop in the Dining Hall. If you invite adults who are not registered with the troop during the week there will be a \$10.00 meal charge, and we must know by noon Monday. After the dinner, there will be a special Scoutmaster-only shooting contest.

DINING HALL PROCEDURES

At Camp T. Brady Saunders, we like to think of our campers as family. The most family-oriented time of the day is at mealtime. All meals served at camp are served family style. Each table will receive food for the entire table and will share the food family style.

SETUP

Every troop needs to send one waiter for every six Scouts, unless the Dining Hall Steward has made other arrangements with the troop. Waiters need to arrive 15 minutes before breakfast and lunch and 20 minutes before dinner. We only need one waiter per table. This is an important part of camp, and we want to ensure that everyone has their turn. Any extra waiters sent will be asked to wait outside until the meal begins.

There is a dry erase board posted in the Dining Hall, next to the kitchen OUT door. This board will outline what utensils; plates and cups are needed for the meal. These are the items the waiters will retrieve from the kitchen and the center table for each meal. The Waiter will then check the dry erase board next to the kitchen IN door to see what food items will be served and what quantity of each item is needed per table. They will retrieve all cold food items, such as milk, chips and bread before the meal begins. If a waiter is unsure how their table should be set up, they can refer to the head table and ask the Dining Hall Steward for help.



Staff will eat with the campers at their tables. The Dining Hall Steward will let you how many staff are supposed to be seated at your table(s). At the beginning of the meal, the waiters will stand by their tables until the Dining Hall Steward invites the Scouts and Scouters to enter the Dining Hall, and they should raise their hands if they have an open seat for a staff member.

DURING THE MEAL

Everyone will remain standing until grace is said. After grace and upon instructions from the Dining Hall Steward, waiters will enter the kitchen to retrieve all hot items. If seconds are available on an item, the Dining Hall Steward will circle the item on the food board. When the meal is nearing completion, the Dining Hall Steward will announce “dessert is available”, and the waiter will then be able to retrieve the dessert from the kitchen.

CLEANUP

Waiters will remain at their table after the dismissal. Waiters will also wait to start cleaning until the Dining Hall Steward announces the cleanup procedure.

All silverware and serving utensils will be placed in the gray containers located on the center table. All plates, platters, bowls, pitchers, and cups will be brought to the back table next to the IN door. All unopened items such as chips, condiments, milk, juices, and cereal will be brought to the kitchen. All extra liquids should be poured into the waste liquid container. Waiters will then wipe down their table and benches using the cloths found on the center table and stack the benches on top of the tables. Then, the floor under the table and around the table is swept.

Once waiters feel their area is cleaned, they will raise their hand and wait for the Dining Hall Steward to check their table. Waiters must wait to have their area approved before they can leave the Dining Hall.

SPECIAL FOOD NEEDS

Camp T. Brady Saunders plans the camp menu following national nutrition guidelines and receives approval of its menu from a Dietician. The camp employs a year-round Food Service Manager and provides an excellent camp menu. We do our best to provide menu options to accommodate many different dietary needs and allergy considerations. Peanut butter and jelly are always available as an alternative or addition to any meal, but due to allergy concerns, each table must request it individually.

It is not possible to provide food to meet every dietary and allergy need, but we will do our best. Request for alternative dietary needs must be made at least two-weeks (2 weeks) prior to arrival at camp.

CAMP MOUNTAIN BIKE TRAILS & RIDING BIKES

Bikes may be used to get to and from merit badge classes. Helmets must be worn while riding. Bikes are limited to designated trails and camp roads. Please observe proper road etiquette while on the camp roads. Bikes are to be parked in designated bike racks provided throughout the camp or out of the way of other campers. Bikes should not be parked on sidewalks, porches, or around the Dining Hall. **All electric bikes must adhere to the speed limit posted within camp.** Camp T. Brady Saunders is equipped with 10 miles of mountain bike trails. Scouts are welcome to bring their bikes and ride on the trails. When scouts are riding the trails during free time, Scoutmaster must be informed. The buddy system must be followed for any trail riding.



BLACK PUG REGISTRATION & MERIT BADGE SIGN-UP PROGRAM

REGISTRATION

Camp T. Brady Saunders manages its camp registrations using the BlackPug program. This is an online service used by our Council to manage events. You can register your troop online through the Black Pug program at the camp website or through the council's online calendar.

There will be videos available at www.bradysaunders.net that will walk you through the registration process and merit badge registration

UPDATING REGISTRATION

You will log back into Black Pug periodically to update your registration and enter more information. ***It is very important to note that you need to log into your existing registration, not create a new one – your payment history is linked to your reservation, as is your campsite request.*** Right now, you may know your troop plans to go to Camp T. Brady Saunders. You can go ahead and reserve a space for your troop as well as an estimate of how many Scouts and adults may be attending.

On February 12th, registration will open. At this time, your attendance to camp should be shaping up, and you can begin to add names to your reserved spots in preparation for when merit badge registration opens on March 18th. Please be sure to drop any unused spots by April 30th to avoid cancellation fees.

MERIT BADGE REGISTRATION

Merit badge registration is done through the Black Pug online program. When you register for camp, the person with the main email contact will be given access to the Black Pug system. Registration opens at 6:00 PM on March 17th for merit badges and programs at www.bradysaunders.net.

Camp T. Brady Saunders tracks merit badges using the Black Pug merit badge report. We record merit badges electronically and instructions for obtaining reports of the completed and partially completed merit badges is placed in the units exit package.



BLUE CARDS

If your troop or council requires blue cards, the Scout must provide a blue card with all appropriate information filled out. The merit badge instructors will complete and sign the requirements accomplished by the Scout. Please have your Scouts bring the blue card on the last day of the merit badge class to have it completed. Alternatively, blue cards can be printed using one of the reports available in the Black Pug system.



OA at Camp

All members regardless of lodge are welcome to join the host Lodge Nawakwa #3 in celebrating and getting to know other scouts on Wednesday which is OA day. Members are encouraged to bring their sash and wear it to evening retreat and attend an ice cream social after the conclusion of the volleyball tournament.

Callouts: If your troop has recently elected a member to the Order of the Arrow, and they have yet to complete their Ordeal, please let our OA Commissioner know and the lodge can arrange a call out ceremony at the closing campfire to recognize those individuals. **Members from lodges other than Nawakwa #3 can also be recognized** in this fashion should we get the necessary approval from the home lodge to conduct the ceremony. Please reach out to the council office ahead of time or the OA Commissioner during camp for the necessary details.

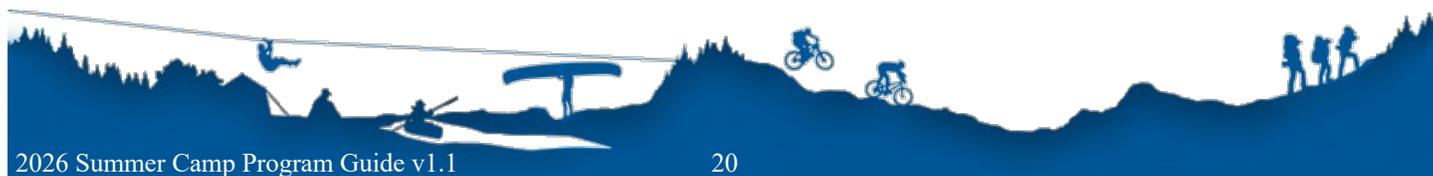
Members who have recently been inducted into the Order of the Arrow are also encouraged to wear their sash to the evening campfire for a recognition.



MERIT BADGE INFORMATION, PROGRAM SCHEDULE, & PRE-REQUISITES

The annual Merit Badge Guide will be available at www.bradysaunders.net in early 2026. It includes classes offered, requirements that will not be completed during camp (and are encouraged to be completed before camp), class times, and class locations. There are four merit badge class blocks per day, but not all merit badges meet at all times or on all five days. Merit badge blocks are 1 hour and 15 minutes with 10 minutes between classes allowing for transition. With some merit badges, the extra class time will allow for additional time for Scouts to hone critical skills. Scouts should be able to earn 4-6 merit badges while at camp. Below, is a sample schedule.

Merit Badge	Block 1	Block 2	Block 3	Block 4
Archery	M-F	M-F	M-F	M-F
Leatherwork	M-W		M-W	
Nature	Th-F		Th-F	
Oceanography		Th-F		Th-F
Welding	M-F			
Project C.O.P.E.			M-F	



2026 Merit Badge & Program Offerings: *subject to change*

American Heritage
American Indian Culture
Animation
Archery
Architecture ‡
Art
Astronomy
Aviation ‡
Basketry
Camping *
Canoeing
Chemistry
Chess
Citizenship in the Community *
Citizenship in the Nation *
Citizenship in the World *
Climbing
Collections ‡
Communication *
Cooking *
Drafting
Emergency Preparedness *
Engineering
Environmental Science *
First Aid *
Fish and Wildlife Management
Fishing
Fly Fishing
Forestry
Geocaching
Geology
Golf (Disc Golf option) ‡
Graphic Arts
Insect Study
Instructional Swim +
Kayaking
Landscape Architecture ‡
Leatherwork
Lifesaving *
Metalwork (Blacksmith option)
Mining in Society
Movie Making
Nature
Nuclear Science
Oceanography
Orienteering
Paul Bunyan Award +
Personal Fitness *
Personal Management *
Photography
Pioneering
Pottery
Programming
Project C.O.P.E. +
Pulp and Paper
Ranger Challenge +
Reptile & Amphibian Study
Rifle Shooting
Robotics
Rowing
Scouting Heritage
Sculpture
Shotgun Shooting
Signs, Signals, and Codes
Soil and Water Conservation
Space Exploration
Stand Up Paddleboarding +
Sustainability *
Swimming *
Textile ‡
Trail Biking Program +
Trail Blazers +
Weather
Welding
Wilderness Survival
Woodcarving

+ Not a merit badge

‡ New for 2026

***Eagle Required**



Special Programs & High Adventure

TRAIL BLAZERS – First Year Camper Program

Throughout the week, first year campers will blaze their own path on the trail to Eagle while having the time of their lives! The Trail Blazers program will combine both rank requirements and a love of the outdoors to instill in the young Scouts a desire to achieve. It will also inspire them to look deeper into Scouting and the experiences it can bring. This program is designed to expose young Scouts to the requirements for Scout, Tenderfoot, Second Class, and First-Class ranks. Trail Blazers does not sign off on any requirements except Firem'n Chit and Totin' Chip. The Scout must go through the troop's advancement program to sign-off the requirements.



Our Vision

To provide young Scouts the best opportunity to experience the Scouting program at Camp T. Brady Saunders; to supply these Scouts with the tools and experiences needed to be successful in their Scouting careers; make their experience with Trail Blazers one that will be remembered and relied on for the rest of their lives; but most importantly, have fun at everything they do!

We are all excited and enthusiastic to have the opportunity to work with these future Eagle Scouts!



What is Trail Blazers?

Trail Blazers is a first-year camper program designed for the brand-new Scout, the Scout who has just moved up from Webelos or has joined the troop just before camp. It is more of an orientation to the out-of-doors and to the facilities at Camp T. Brady Saunders. Its purpose is to help new Scouts get comfortable with Scouting's methods and to teach vital camping skills.

Scouts attend Trail Blazers from 9:00 AM – 12:00 PM in the Trail Blazer area, and they spend the afternoon in merit badge classes. We suggest that one of the afternoon merit badge periods be Swimming merit badge or instructional swim. During the other afternoon merit badge period, Scouts have a choice of most of the merit badges offered. American Indian Culture, Space Exploration, Basketry, or Leatherworking are suggested. Trailblazer Scouts are not required to take these badges; however, their selection should be age appropriate (*i.e.*, not climbing or range and target activity merit badges). Each Thursday, all Trail Blazer Scouts will participate in a special evening activity.

Requirements Covered

The Trail Blazer program exposes the new Scout to the outdoor skills included in the Scout, Tenderfoot, Second Class, and First Class ranks. The Trail Blazer staff **does not** sign-off any of these requirements in a Scout's handbook since we feel these skills must be practiced and mastered before a Scout is signed off for any of the requirements. Once the troop leadership feels confident the Scout has mastered these skills, they will mark them as complete.



Special Equipment Needed

Each Scout participating in Trail Blazers will need, besides their regular camping gear, the following items that will be used in the Trail Blazers program:

- A daypack or bookbag of some type
- *Scout Handbook*
- A canteen or water bottle
- Rain gear
- Paper and pencil
- A pocket knife
- A small personal first aid kit

Sign-up For Trail Blazers

Registration for Trail Blazers is done using the Black Pug registration program and is available in March. Merit badge selection for the two afternoon blocks is also done through Black Pug. Trail Blazer participants may choose from any merit badges offered except for Archery, Climbing, Rifle Shooting, and Shotgun Shooting merit badges.

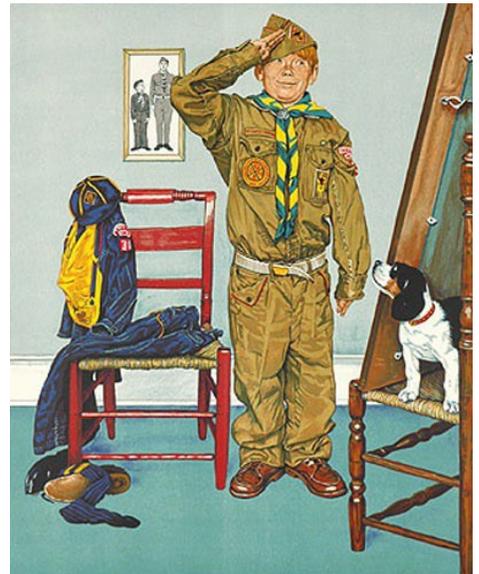
Scouts who participate in Trail Blazers will be recognized at the closing campfire on Friday evening. They may purchase a special Trail Blazer t-shirt at the Trading Post.

First Year Camper & Parent Orientation Pre-camp Meeting

We offer a special orientation for first year campers and their parents. It will be at camp on Saturday, June 13th from 9:00 to 11:45 AM. This program is designed to relieve anxieties first year campers and their parents might have about Scouts BSA long term camping.

Some of the questions we will answer will be:

- Where am I going to sleep?
- What do the tents look like?
- Where do I eat?
- What are the showers and bathrooms like?
- Where do I go if I get an injury?
- What is there to do during the day?
- What is "Trail Blazers"?
- What is home sickness and how to help avoid it?
- How do I communicate with my Scout?
- What should I bring to camp?
- What should I leave at home?
- Medications at camp?
- And any other questions you may have.



Scouts and parents will also have a tour of Camp T. Brady Saunders.

Sign-up is available through Black Pug at our website www.bradysaunders.net



Project C.O.P.E. High Ropes Adventure

Project C.O.P.E. — Challenging Outdoor Personal Experience.

C.O.P.E. is comprised of group initiative games, as well as low- and high-ropes course activities. Some of the activities involve group challenges, while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and derive solutions to a variety of activities. Most Scouts do much more than they ever thought they could do. The underlying goals of Project C.O.P.E. are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Other Scouting methods are inherent in the conducting of the program.



Project C.O.P.E. provides an opportunity for every participant to achieve success as an individual and as a member of a team. The activities are not designed to be competitive or to be a race against time. More important objectives such as building individual confidence, developing leadership, and inspiring cooperation among team members are emphasized.

Through a generous gift from Nawakwa Lodge, Camp T. Brady Saunders operates a C.O.P.E. course. The C.O.P.E. course is, by design, geared for the older Scouts in the troop. Scouts who participate should be those who have reached a time when merit badge classes stop being as attractive and challenging. The C.O.P.E. Director will have the final say on who will participate in this program.

Each week, up to 12 Scouts will be able to participate in Project C.O.P.E.. Registration is through the Black Pug program. Scouts not meeting minimum requirements will not be allowed to participate in Project C.O.P.E.. The C.O.P.E. session is conducted from 9:00 AM until 12:00 PM each day.

In addition, it should be noted that due to the group dynamics involved in Project C.O.P.E., missed sessions cannot be made up. Therefore, leaving camp for baseball games, swim meets, etc. removes eligibility for participation in Project C.O.P.E..

Further, visitors are only allowed when invited by the C.O.P.E. Director. Due to the safety aspect of conducting C.O.P.E. activities, the C.O.P.E. area is OFF LIMITS to anyone without the supervision of a qualified instructor and area director. Anyone found on the C.O.P.E. course unsupervised will be dismissed from camp.

C.O.P.E. minimum requirements for participation:

- Must be at least 14 years of age by June 1 of the year of participation.
- Scouts must have sneakers. No hiking boots, work boots, Crocs, or open-toed shoes.
- Must be at least a second-year camper at summer camp

ALL PARTICIPANTS MUST:

- Have a completed medical form on file in the Health Lodge.
- Complete a consent/release form (available at www.bradysaunders.net) – Bring with them to camp.



RANGER CHALLENGE

What is Ranger Challenge?

Ranger Challenge was developed to allow Scouts who have attended camp for several years to serve in a leadership position with their troop in the mornings and have an adventure in the afternoon and evening. All Scouts are welcome with the understanding that the program is both physically demanding and mentally challenging. A certain level of maturity and strength are a must.



Day 1: Orientation Day — We stay at camp and get to know each other, lay out the plan for the week, demonstrate and explain the necessities required to be successful and safe. We hike to Lake Olga and practice canoeing proficiency and team building games. A bathing suit, water shoes, and water bottle are required. Scouts are typically back to camp by 5:00 PM.

Day 2: Middle James River Trip — We leave camp and put in on the James River. We paddle canoes approximately 5 miles with numerous stops along the way. We take out and go to a Goochland location for dinner provided by council leaders and play a different game weekly, depending upon the leaders' expertise. A bathing suit, water shoes, and water bottle are required. The Scouts typically come back to camp by 9:00 PM.

Day 3: St Mary's Wilderness Trip — We travel to Stuarts Draft, Virginia for an approximately 5 mile round trip hike. We have several events along the way up the river and on the mountain tops. We hike the 2 miles out in the dark and go to a local pizza parlor for dinner (please bring \$20). A bathing suit, hiking shoes, water shoes, and water bottle are required. The Scouts are typically back at camp by 11:59 PM.

Day 4: White Water Trip — We will put canoes above Richmond and paddle to Reedy Creek. There are numerous rapids along the way and opportunities for adventure. After taking out, the Scouts will prepare themselves a meal at Forest Hill Park. A bathing suit, water shoes, and water bottle are required. The Scouts typically come back to camp by 9:00 PM.

Day 5: Camp Day — We will make use of the climbing tower, shoot black powder rifles, throw tomahawks, and/or other activities that the Scouts choose. Long pants, camp shoes, and a water bottle are required. Scouts are typically back to camp by 4:00 PM.

Adults are welcome to participate and assist where necessary. A Scout must be 13 years of age and be physically fit. At the end of the week, the participants can purchase the "Ranger Challenge" rattlesnake hat and/or shirt at the Trading Post, and participants will receive a special patch. The program will be altered or changed due to weather conditions. The program may run until very late on some days.

A completed consent/release form is required for participation in the program and is available online at www.bradysaunders.net. Bring this form with you to camp.

