

# 2026 Summer Camp

## Merit Badge Guide



Over 60 years of Excellence

Camp T. Brady Saunders

*Heart of Virginia  
Council*



## Merit Badge & Program Offerings

American Heritage  
American Indian Culture (*same as Indian Lore*)  
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  
Model Design and Building  
Moviemaking  
Nature  
Nuclear Science  
Oceanography  
Orienteering  
*Paul Bunyan Award +*  
**Personal Fitness \***  
**Personal Management \***  
Photography  
Pioneering  
Pottery  
Programming  
*Project COPE High Ropes Adventure +*  
Pulp and Paper  
*Ranger Challenge +*  
Reptile and 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  
Wood Carving

+ *Not a merit badge*

‡ New for 2026

\* **Eagle Required**

## Merit Badge Schedule and Locations

	9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50
PROGRAM -- BLOCK	1	2	3	4
<b>AQUATICS</b>				
Canoeing — Must pass Swimmer test		M-F		
Kayaking — Must pass Swimmer test	M-W		M-W	M-W
Lifesaving * — Must have Swimming merit badge & must pass Swimmer test	M-W			
Rowing — Must pass Swimmer test	M-F			
Swimming * — Must pass Swimmer test	M-F	M-F	M-F	M-F
<i>Instructional Swim +</i>			M-F	M-F
<i>Stand Up Paddleboarding +</i> — Must pass Swimmer test	Th-F		Th-F	Th-F
<b>CLIMBING / COPE</b>				
Climbing	M-F			
<i>Project COPE High Ropes Adventure +</i> Must be 14 years old by first day of summer camp session			M-F	
<b>EAGLE AREA</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
Personal Fitness *	M-W		M-W	
Personal Management *		M-F		
Scouting Heritage			Th-F	
<b>ECOLOGY</b>				
Environmental Science *	M-W		M-W	M-W
Fish and Wildlife Management		Th-F		Th-F
Forestry	M-W		M-W	
Geology / Mining and Society		M-W		M-W
Insect Study	Th-F		Th-F	
Landscape Architecture		M-W	M-W	
Nature	Th-F		Th-F	
Oceanography		Th-F		Th-F
Reptile and Amphibian Study	M-W			
Soil and Water Conservation		Th-F		Th-F
Sustainability *		M-W		M-W
Weather	Th-F		Th-F	
<b>HANDICRAFT</b>				
American Indian Culture [ <i>\$20</i> ] — Same as Indian Lore ( <i>name change</i> )			M-F	
Art				M-W
Basketry [ <i>\$20</i> ]		M-W		M-W
Chess	Th-F	Th-F		Th-F
Collections		Th-F	Th-F	
Leatherwork [ <i>\$25</i> ]	M-W		M-W	
Model Design and Building	M-W			
Pottery [ <i>\$10</i> ]	M-F			
Pulp and Paper	Th-F		Th-F	Th-F
Sculpture		Th-F		Th-F
Textile		M-W		M-W
Wood Carving [ <i>\$15</i> ] — Should earn Totin' Chip prior to camp		M-W	M-W	

## Merit Badge Schedule and Locations

	9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50
<b>OUTDOOR SKILLS</b>				
Camping *			M-F	
Cooking * [\$30]	M-F		M-F	
Emergency Preparedness * — Must have First Aid merit badge		M-W		M-W
First Aid *	M-W		M-W	
Fishing	M-F			
Fly Fishing		M-F		
Geocaching		M-W		
Orienteering	M-W			
Pioneering				M-F
Signs, Signals, and Codes			M-W	
Wilderness Survival				M-F
Paul Bunyan Award + <a href="http://www.scouting.org/awards/awards-central/paul-bunyan/">www.scouting.org/awards/awards-central/paul-bunyan/</a>			Th-F	
Trail Biking Program + — Should bring own bike and helmet	Th-F			
<b>RANGE AND TARGET ACTIVITIES</b>				
Archery — Recommend age 13+ due to physical ability required to successfully handle bow	M-F	M-F	M-F	M-F
Rifle Shooting — Recommend age 13+ due to physical ability required to successfully handle rifle	M-F	M-F	M-F	M-F
Shotgun Shooting — Recommend age 14+ due to physical ability required to successfully handle shotgun	M-F	M-F	M-F	M-F
<b>RANGER CHALLENGE</b>				
Ranger Challenge + [bring \$20 cash for dinner out on Day 3] Must be 13 years old by first day of summer camp session			M-F	
<b>STEM</b>				
Animation	Th-F	Th-F	Th-F	
Aviation [\$10]		M-F		M-F
Architecture			M-W	
Astronomy	M-W			
Chemistry		M-W		
Drafting	M-W			
Engineering				M-F
Golf (Disc Golf option)		M-F		
Graphic Arts		Th-F		Th-F
Moviemaking	Th-F		Th-F	
Nuclear Science			M-W	
Photography	M-W			
Programming			M-F	
Robotics	M-F		M-F	
Space Exploration [\$15]		M-W		M-W
<b>TRADE SKILLS</b>				
Metalwork (Blacksmith option) [\$5]			M-F	
Welding [\$5]	M-F			
<b>TRAIL BLAZERS</b>				
Trail Blazers + Recommended for all first-year Scouts working on Scout, Tenderfoot, Second Class, and First Class skills	M-F			

+ Not a merit badge

\* Eagle Required

## Important Merit Badge Information

### Merit Badge Resources

All Scouts should download and read all of the material in the merit badge pamphlets associated with their scheduled merit badges. These pamphlets (and associated resources) are available online at <https://www.scouting.org/skills/merit-badges/all/> and may be downloaded onto Scout's phones, with parental permission. Scouts should also be prepared with a pad of paper and a pen/pencil for taking notes and completing requirements during merit badge classes.

### Merit Badge Prerequisites

A few merit badges have requirements that must be completed by the Scout before the Scout can complete other requirements in that merit badge. For example, Scouts may not participate in Lifesaving merit badge unless they have already completed Swimming merit badge ahead of time, and most aquatics merit badges require Scouts to first pass the Swimmer test. Such prerequisites are listed in the merit badge schedule on the preceding pages.

### Limitations of Summer Camp

Due to the limited time Scouts spend at summer camp and other practical limitations, not all requirements for each offered merit badge can be completed at camp (e.g., we don't have 90 days to keep a log of activities, nor can we inspect the safety features at each Scout's home). Thus, we request that some requirements be completed prior to arriving at summer camp and that documentation, proof of completion, or preparation to discuss requirements be brought with the Scout so that proper credit may be granted for relevant/associated requirements. Please note that these are in no means "prerequisite requirements" and failure to complete these requirements before arrival at summer camp does not preclude the Scout from being able to participate in the merit badge class; however, without these requirements being completed ahead of time, the Scout will receive a partial-completion which will enable the Scout to complete the merit badge after summer camp (and before the Scout turns 18 years old).

Merit Badge or Program	Please complete prior to summer camp
<b>AQUATICS</b>	<i>(Scouts not properly prepared will receive partial-completion certificates)</i>
<b>Lifesaving *</b>	Must have Swimming Merit Badge (Req. 2a – bring documentation). Bring long-sleeved shirt and long pants (Req. 9).
<b>CLIMBING / COPE</b>	
<b>Climbing</b>	All participants must wear proper footwear — regular shoes/sneakers are fine; however, please do not wear boots, crocs, slides, flip flops or similar footwear. Also, all participants must wear regular T-Shirts and longer shorts to best prevent potential injury from the climbing harness and gear.
<b>Project COPE - High Ropes Adventure +</b>	All participants must wear proper footwear — regular shoes/sneakers are fine; however, please do not wear boots, crocs, slides, flip flops or similar footwear. Also, all participants must wear regular T-Shirts and longer shorts to best prevent potential injury from the climbing harness and gear.
<b>EAGLE AREA</b>	
<b>American Heritage</b>	Req. 3a (bring your notes), Req. 3c (bring your notes), Req. 4 (bring your notes/documents) Be prepared to share/discuss what you learned with the class.
<b>Citizenship in the Community *</b>	Req. 2 (bring/print map), Req. 3 (bring your notes), Req. 8 (bring presentation) Be prepared to share/discuss what you learned with the class. Review the digital resources available online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-community/contents/">https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-community/contents/</a>
<b>Citizenship in the Nation *</b>	Req. 5 (bring your notes), Req. 7 (bring notes/photos), Req. 8 (bring copy of communications) Be prepared to share/discuss what you learned with the class. Review the digital resources available online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-nation/contents/">https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-nation/contents/</a>
<b>Citizenship in the World *</b>	Req. 3b (bring your notes), Req. 7 (bring your notes) ) Be prepared to share/discuss what you learned with the class. Review the digital resources available online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-world/contents/">https://scouting.org/skills/merit-badges/digital-resource-guides/citizenship-world/contents/</a>
<b>Communication *</b>	Req. 2 (bring presentation), Req. 3 (bring your speech), Req. 6 (bring plan & aids) Review the digital resources available online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/communication/contents/">https://scouting.org/skills/merit-badges/digital-resource-guides/communication/contents/</a>
<b>Personal Fitness *</b>	Req. 4, 5, 6, and 7 (bring documentation/logs)
<b>Personal Management *</b>	Req. 1, 2, 8, 9 (bring budgets/plans/logs and be prepared to discuss)
<b>Scouting Heritage</b>	Req. 5, 6, and 8 (bring report/collection/notes and be prepared to discuss)

Merit Badge or Program	Please complete prior to summer camp
<b>ECOLOGY</b>	
<i>(Scouts not properly prepared will receive partial-completion certificates)</i>	
Environmental Science *	Req. 6 (bring report and be prepared to present it) Review the digital resources available online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/environmental-science/contents/">https://scouting.org/skills/merit-badges/digital-resource-guides/environmental-science/contents/</a>
Fish and Wildlife Management	Req. 5 (bring logs/photos/documentation)
Insect Study	Req. 3, 4b, 4c, 4d (bring logs/photos/documentation)
Oceanography	Req. 8 (bring report/speech and be prepared to present it)
Reptile & Amphibian Study	Req. 8 (bring logs/photos/documentation)
Weather	Req. 10, 11 (bring logs/photos/speech and be prepared to present)
<b>HANDICRAFT</b>	
Art	Req. 6 (bring documentation and be prepared to discuss)
American Indian Culture — Cannot earn if Indian Lore merit badge is already earned ( <i>same merit badge, new name &amp; patch</i> )	Req. 5 (bring notes/photos/documentation and be prepared to discuss)
Collections — <i>Coin and stamp collections are not permitted</i>	Req. 1 (bring report), 5b (bring collection or photos of collection – no stamps or coins allowed)
Pottery	Req. 7 (bring notes/photos/documentation and be prepared to discuss)
Woodcarving	Req. 2a (bring documentation that you have earned Totin' Chip)
<b>OUTDOOR SKILLS</b>	
Camping *	Req. 4a, 4b, 5e, 7b, 8d, 9a, 9b, 9c (bring menus/photos/notes/documentation and be prepared to discuss)
Cooking *	Req. 4, 7 (bring menus/photos/reviews/documentation and be prepared to discuss)
Emergency Preparedness *	Must have First Aid merit badge (Req. 9 – bring documentation) Req. 2, 3, 8b, 8c (bring plans/checklists/photos/documentation)
First Aid *	Req. 2b1 (bring your own personal first-aid kit) Req. 14 (bring plan, materials, and be prepared to teach) Req. 15 (bring notes/photos/documentation)
Fishing	Req. 9, 10 (bring videos/photos/documentation) <i>Recommended to complete Req. 9 &amp; 10 ahead of time (in case fish aren't biting at camp).</i> Recommended to bring spinning/spincast fishing rod/reel and small tackle kit.
Fly Fishing	Recommended to learn and practice all knots listed in Req. 3. Req. 10, 11 (bring videos/photos/documentation) <i>Recommended to complete ahead of time (in case fish aren't biting at camp).</i> Recommended to bring fly fishing rod/reel and small tackle kit.
Geocaching	Req. 7, 8, 9 (bring notes/photos/documentation) Recommended to bring a phone with the ability to install a free GPS app.
Orienteering	Req. 7, 8, 9, 10 (bring notes/photos/documentation) Recommended to bring a basic orienteering compass with a clear baseplate.
Pioneering	Recommended to learn and practice knots/lashings/splices from Req. 2 & 5.
Signs, Signals, and Codes	Req. 7, 10 (bring photos/documentation) Recommended to learn and practice morse code, ASL, semaphore, and braille for Req. 3, 4, 5.
Wilderness Survival	Req. 4 (bring personal first aid kit and personal survival kit) Req. 5e, 10 (bring photos/documentation and be prepared to discuss)
<b>RANGE AND TARGET ACTIVITIES</b>	
Archery, Rifle Shooting, Shotgun Shooting	See recommended ages listed in merit badge schedule section (13+ archery/rifle; 14+ shotgun).
<b>STEM</b>	
Astronomy	Req. 5a, 5b, 6b (bring sketches/diagrams/notes and be prepared to discuss)
Aviation	Req. 4 (bring notes/photos) Review the digital resources online at: <a href="https://scouting.org/skills/merit-badges/digital-resource-guides/aviation/">https://scouting.org/skills/merit-badges/digital-resource-guides/aviation/</a>
Graphic Arts	Req. 6, 7 (bring photos/videos/notes and be prepared to discuss)
Moviemaking	Req. 4 (bring notes and be prepared to discuss) Recommended to bring own digital video camera (phone, action camera, etc.).
Photography	Req. 1b (bring documentation signed by parent/guardian) <a href="https://filestore.scouting.org/filestore/YPSAT/YT%20Mod1%20Final%20Master%20Small.mp4">https://filestore.scouting.org/filestore/YPSAT/YT%20Mod1%20Final%20Master%20Small.mp4</a> Recommended to bring own digital camera (phone camera will suffice).
Programming	Req. 1a (bring documentation signed by parent/guardian) <a href="https://filestore.scouting.org/filestore/YPSAT/YT%20Mod1%20Final%20Master%20Small.mp4">https://filestore.scouting.org/filestore/YPSAT/YT%20Mod1%20Final%20Master%20Small.mp4</a>

<b>Merit Badge or Program</b>	<b>Please complete prior to summer camp</b>
<b>Trade Skills</b>	
<b>Metalwork (Blacksmith option)</b>	Long pants and long sleeve shirts required. Cotton only. No synthetics
<b>Welding</b>	Long pants and long sleeve shirts required. Cotton only. No synthetics
<b>Special Programs</b>	
<b><i>Ranger's Challenge +</i></b>	Please review the Ranger's Challenge section of Leader's Guide.
<b><i>Trail Biking Program +</i></b>	Should bring own bike and helmet.
<b><i>Trail Blazers +</i></b>	Please review the Trail Blazer section of Leader's Guide.

+ Not a merit badge

\* Eagle Required