



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL



Camp May

Beaumont Scout Reservation

Scouts BSA

STEM Camp Manual

July 21 – July 27, 2019



Name: _____

Unit: _____

Prepared. For Life.™

How to Contact Us

- www.stlbsa.org – Our council website has extensive information about all of the summer camps, including connections to the STEM Summer Camp registration page that contains this entire guide.
- Email – The email address of the Camping Department is camping@stlbsa.org
- Telephone – The Council Camping Department can be reached at 314-256-3122. The general telephone number for Council is 314-361-0600
- Mail – Our address is:
Greater St. Louis Area Council, BSA
4568 West Pine Blvd.
St. Louis, MO 63108-2193
- To take advantage of the second week savings incentive, please contact Amanda Kissner at amanda.kissner@scouting.org to make those arrangements for your scout(s).
- For Financial Questions, please contact Sarah Hines, STEM Director: sarah.hines@scouting.org
- For Program Questions, please contact Ed Samuels, Program Director: e.samuels@sbcglobal.net

Welcome to STEM Summer Camp!

Whether this is your first trip to STEM Summer Camp or you're a seasoned camper, you'll have a great time this summer at this special camp!

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Attendees Checklist

Prior to Camp

- Register for camp using the online website which can be reached through the council website (stlbsa.org) by selecting Scouts BSA Summer Camps and then STEM Summer Camp from the list of Specialty Camps.
- Receive the Course Selection form via email from the Program Director. Read the instructions carefully, complete the form and return it to the Program Director as soon as possible.
- Complete the merit badge/Nova activity prerequisites. Bring all prerequisites to camp. It is strongly recommended to read the merit badge pamphlet and/or fill out the merit badge worksheets for each scheduled merit badge.
- Complete the Annual Health and Medical Record – Parts A, B and C. This requires a physician's signature and must be dated within one year of the end of camp! Bring two copies.
- Complete the Medical Permission Form. This allows the camp staff to dispense over-the-counter and prescription medications. Bring two copies.
- If you need to bring medicine, complete the Medicine Detail Form and place with the medicine in a storage bag.
- All adult leaders must bring proof of current Youth Protection Training. Adults who have not taken YPT will not be allowed in camp.
- Pay all registration fees prior to attending camp.

Upon Arrival at Camp

- All leaders and scouts report to the Emerson Center between 1 p.m. and 2:30 p.m. on Sunday.
- Pay any remaining fees, including merit badge fees, at the office in the Emerson Center.
- Present your registration and receipts to register.
- Collect T-Shirt, Name Tag and Packet for check-in.
- Complete medical recheck, turn in forms and medicine.
- After registration, proceed to your assigned campsite with your SPL for further instructions.

Important Health Information

Scouts and adults are NOT to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea. Parents and unit leaders are responsible to ensure that scouts and adults who are ill do not come to camp.

Recommended Personal Equipment

- 1. Summer camp physical completed – signed yearly by licensed medical personnel and parent
- 2. Medications with directions – give to medical staff for safekeeping at camp
- 3. Duffle bag or pack, foot lockers or container are acceptable
- 4. Summer uniform
- 5. Sturdy shoes or boots suitable for hiking
- 6. Shower shoes/Sandals
- 7. Work gloves
- 8. Cap or hat
- 9. Raincoat or poncho
- 10. Sweatshirt or jacket
- 11. Underwear
- 12. Socks (at least one pair for hiking), including Scout socks
- 13. Camp T-shirts
- 14. Handkerchiefs or bandannas
- 15. Pajamas or sleeping attire
- 16. Extra changes of clothing
- 17. Ziploc bags to keep clothing items dry
- 18. Swim suit (pack on top of duffel)
- 19. Towels (pack on top of duffel)
- 20. Washcloth
- 21. Toothbrush and toothpaste
- 22. Hand soap in container
- 23. Shampoo
- 24. Brush or comb
- 25. Sunscreen
- 26. Insect repellent (non-aerosol only)
- 27. Personal first aid kit
- 28. Wristwatch
- 29. Flashlight and batteries
- 30. Pocketknife
- 31. Pen, pencil and paper
- 32. Sleeping bag or blankets & sheets
- 33. Pillow (if desired)
- 34. Water bottle (Transparent so that water can be seen, Camelbaks are not recommended)
- 35. Camp stool/chair
- 36. Scout Handbook
- 37. Merit badge work completed prior to camp and pamphlets, including Nova Viewing/Reading log
- 38. Bible or prayer book
- 39. Spending money
- 40. Camera with extra film (disposable recommended)
- 41. Recreational items: ball glove, waffle ball/bat, chess board, cards, etc.
- 42. Mud Cave gear: long sleeved shirt, pants, extra shoes

Notes:

- Items prohibited are firearms and ammunition, fireworks, alcoholic beverages, sheath knives, aerosol products (aerosol cans pose an environmental and safety hazard), non-prescription drugs or tobacco products.
- Items not recommended at camp are: electronic devices (such as Nintendo DS, iPods, radios, cell phones), items of value (real or sentimental), extra food that might attract animals.
- Bicycles and hammocks are not allowed in camp.
- Campers should mark all of their equipment and clothing with their name.
- Closed-toe shoes are required for Mud Cave, climbing, or welding and are recommended for walking around camp. Cotton pants (no nylon or polyester) are required for welding.
- A Scout is welcome in any Scout camp, whether or not they own a Scout uniform.

Section 1 · About STEM Summer Camp

Welcome to Camp May!

Camp May is located in the central portion of the Beaumont Scout Reservation located off the Beaumont-Antire Road exit on Interstate 44 (exit 269), 8 miles west of Interstate 270. Beaumont Scout Reservation is a premier Scouting facility consisting of 2,400 acres of wooded, rolling hills.

Who's Who at Camp

Core Staff

Jay Byington	STEM Camp Director
Ed Samuels	STEM Program Director
Sarah Hines	GSLAC STEM Director

Provisional Scoutmasters and Senior Patrol Leaders

Every scout will be placed into a provisional troop with other scouts and adult leaders from the same home troop, with a provisional Scoutmaster selected by the Core Staff. The provisional Scoutmasters are ultimately responsible for each troop's success. All other adult leaders staying in camp will assist the provisional Scoutmaster as needed.

Provisional Senior Patrol Leaders (SPLs) in each troop will be scouts with the following minimum criteria: Life Scout or higher, NYLT Trained, and interviewed by the Camp Director or Program Director prior to acceptance. It is the responsibility of the SPL to help with the success of each scout within the provisional troop, as well as the success of the troop as a whole.

Counselors – Merit Badge and NOVA Award

Every NOVA Award counselor and merit badge counselor is a registered adult leader and/or a merit badge counselor within the Greater St. Louis Area Council. These counselors have been selected by the Core Staff and are volunteering their time and talents to teach our scouts. All of these counselors are adults with special expertise in the subject matter, either through vocation or avocation.

Camp May Staff

In addition to the volunteer adult staff members, a number of GSLAC Summer Camp employees will be on hand to help with the day to day running of the camp. These staff members will include the Camp May Camp Director, Program Director, Business Manager, Health Director, Trading Post Manager, Aquatics Director, Lifeguards and any others deemed necessary by the Camp May Camp Director.

Check-In

Check-in is on Sunday from 1:00 to 2:30 p.m. at the Emerson Center. Please do not arrive before 12:45 p.m.

Participants should have the following items for check-in:

- Registration receipt – Email confirmation is acceptable
- Receipts for any additional fees (Archery or Shotgun Shooting merit badge fee)
- Annual Health and Medical Form – 2 copies
- Medical Permission Form – 2 copies
- Medicine Detail Form – included with the medicine in a storage bag
- Leaving Early Form – if approved by the Camp Director
- NOVA Viewing/Reading Log for each scheduled Nova award
- Youth Protection Certificate – for adult leaders

Participants will begin by verifying registration with receipts. At this time, scouts will turn in their NOVA Viewing/Reading logs. Participants will receive a name tag, camp T-shirt, and a packet containing their registration information and schedule. They will then be directed to a table dedicated to their campsite. At this table, participants will complete the medical recheck, turn in all medications, and turn in all forms to be placed into the packet. The packet will then be placed in a container for storage in the camp office.

After the medical recheck has been completed and everything has been turned in, the participant will meet the provisional Scoutmaster and Senior Patrol Leader. As a group, they will proceed to the campsite, finishing any remaining setup and preparing for the rest of the afternoon. As soon as a campsite is ready, the troop will take a tour of the camp, complete a swim test, and complete dining hall orientation (not necessarily in that order). Finally, the troop can relax before preparing for the evening retreat and dinner.

Check-Out

Check-out is at approximately 11:00 am on Saturday morning. Please do not arrive to pick up your scout(s) before 10:30 a.m. Final check-out may occur as late as noon depending upon the amount of camp site cleanup that is required.

The camp will eat breakfast at 8:00 a.m. Troops will return to their campsite immediately after breakfast to take down any necessary canvas and clean up the campsite. When a troop has been cleared by the Camp May staff, the scouts will bring their personal equipment back to Emerson Center and complete the final check-out process. At that time, each scout and adult will receive a packet containing their Annual Health and Medical Form, camp patch, completed and partial merit badge cards, completed and partial NOVA award cards, any other materials included by the camp staff, and any remaining medications. A provisional troop roster and list of merit badge counselors and Supernova mentors will be sent via email after the conclusion of camp.

Participants should check their packets carefully before they leave to verify that all of the merit badge and NOVA award cards are correct (belongs to that scout, are what they expect – completed or partial). Any incorrect cards should immediately be brought to the attention of the Program Director.

No scout will be allowed to leave until their provisional Scoutmaster has reported that their campsite has been cleared for departure without prior approval of the Camp Director.

Hours of Operation

Office

Open for routine business whenever someone is present, typically from 7:30 a.m. to 10:00 p.m. The office will be closed during meals, with the exception of arriving merit badge and Nova award counselors during breakfast. Only Camp May staff can handle monetary transactions and medical rechecks. Mail call is after lunch – each troop should have an adult leader pick up the troop’s mail.

Trading Post and Quartermaster

Times are posted at the trading post. Camp May’s trading post sells scouting merchandise, camp souvenirs and clothing, food and drinks. The Camp May trading post will also sell those items needed for STEM merit badges and a special STEM Summer Camp segment.

Sick Call

Sick call will be after all meals for routine treatment. Emergencies are handled at any time. Ask a staff member or the camp office for assistance.

Mail Service

Scouts love getting mail at camp. Mail takes several days to arrive, so you may wish to send mail prior to your scout’s departure for camp. To ensure proper delivery to your scout, use the complete address below:

Scout’s Name, Troop _____
Campsite _____ at Camp May
Beaumont Scout Reservation
6420 Beaumont Reservation Dr.
High Ridge, MO 63049

Note: Campsites will be assigned during check-in. If mail arrives during camp without a campsite, we will make sure that it is placed in the correct location.

Telephone Service

Camp May Business Office, (636) 587-8719. This number is for emergencies or leaving messages. To contact a scout or leader in an emergency, leave a message and your call will be returned. It is difficult to locate an individual camper for a waiting phone call. The telephone in the camp office is for camp business only. Scouts and adults leaders will not be allowed to use this phone.

Visitors

Visitors are discouraged during the camp session. Home sickness can be a result of impromptu visits. Parents should drop off their scouts and depart after equipment is carried to the campsite and the canvas is erected. Only adults who are in camp to provide leadership to provisional troops should be in camp during the sessions and at meal times. Children who are not scouts may not be in camp at any time, with the exception of check-in and check-out days.

Leaders Meetings

Leaders are dismissed from the dining hall after dinner on Sunday and each morning after breakfast for a brief meeting to review the program, answer questions, and make any necessary announcements. The provisional Scoutmaster or their representative and the Senior Patrol Leader should plan to attend these meetings to stay informed of the day's activities.

General Schedule

Sunday

10:00 am Camp Open / Staff Check-In
1:00 pm Check-In for campers
2:30 pm Setup Camp / Camp Tour / Swim Test / Dining Hall Orientation
6:15 pm Retreat
6:30 pm Dinner
7:15 pm Leader's Meeting / On To Supernova
8:00 pm Assemble at Parade Field / Opening Campfire / Evening Activities
10:00 pm All Scouts in Campsites
10:30 pm Lights Out

Monday – Friday

7:00 am Reveille
7:45 am Flag Raising
8:00 am Breakfast
8:45 am Leader's Meeting
9:00 am Merit Badge / NOVA Award Morning Session
12:15 pm Assemble at Parade Field
12:30 pm Lunch
1:15 pm Merit Badge / NOVA Award Afternoon Session (until 4:00 pm)
2:00 pm Open Swim / Open Shoot / Afternoon Activities
6:15 pm Retreat
6:30 pm Dinner
7:15 pm Evening Activities
 Monday: Merit Badge Evening / Movie / Evening Activities
 Tuesday: Chess Tournament / Game Night / Evening Activities
 Wednesday: Scout's Own Service / Flag Retirement Ceremony / Evening Activities
 Thursday: Conservation Night / Evening Activities
 Friday: Closing Campfire / Movie / Evening Activities
10:00 pm All Scouts in Campsites
10:30 pm Lights Out

Saturday

7:00 am Reveille
7:45 am Flag Raising
8:00 am Breakfast
8:45 am Break Camp / Clean Up Campsite
11:00 am Check-Out (as soon as troop is dismissed by Camp May staff and provisional Scoutmaster)
12:00 pm Camp Closed

Section 2 • Food Service

The STEM Summer Camp fee covers 17 meals – Sunday dinner through Saturday breakfast. Visitors' meals are not available at Camp May.

Dining Hall – Waiter System

All meals are served in the dining hall at Camp May: breakfast at 8:00 a.m., lunch at 12:30 p.m., and dinner at 6:30 p.m. The waiter's bell rings 30 minutes before each meal – waiters should report to the dining hall at this time.

Orientation

During the check-in process on the first day, each campsite participates in a dining hall orientation. The dining hall steward explains the waiter system, serving, and clean-up. At the orientation, the troop is assigned tables to sit at for the entire camp session. Each table sits eight individuals which will generally be one provisional troop patrol of seven scouts and one adult leader.

Each Scout in the troop takes a turn as a waiter during camp. The table rotates at evening meals and each camper receives a new job for the next three meals. Leaders should assist the scout waiters where possible. The waiter and assistant report 30 minutes before each meal, set the table, get the food, and secure extra helpings if needed. They remain after the meal to clean up the table: scraping plates, removing all glasses, plates, bowls, and utensils, wiping down the table, putting the chairs up, and sweeping.

Note: All dining traffic is one way. Please follow directions.

Special Diets

Scouts or leaders who need special diets due to medical or religious requirements will be accommodated if at all possible. Submit the Medical Statement for Food Allergies form (available at stlbsa.org) for each individual at least two weeks prior to camp. Campers with these needs may bring supplemental food to replace those they cannot eat. Refrigeration will be made available for this purpose.

Grace at Meals in Camp

The graces listed are only suggestions.

Morning Graces

- 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.
- Our Father, we thank Thee, for this new day and for Thy loving care. Help us to be mindful of Thee in these happy, sunlit hours.
- Heavenly Father, we thank Thee for Thy care through the night and for this new day. Guide us by Thy spirit, and at the close of this day may we not be ashamed before Thee.

Noon Graces

- 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.
- Heavenly Father, help us to see the beautiful things in earth and sky which betokens of Thy love. Walk with us in the days we spend together here. May the food we eat and all Thy blessing help us to better serve Thee.
- Our Father in Heaven, as the day leads on, let us not forget our obligation to honor and serve Thee. We thank Thee for these gifts of Thy bounty. Bless them to our use and our lives to Thy service.

Evening Graces

- Tireless Guardian on our way, Thou hast kept us well this day. While we thank Thee, we request care continued, pardon, and rest.
- Heavenly Father, we thank Thee for this day and for Thy presence in it. Forgive us if we have not made it a better day and help us to be tomorrow what we failed to be today.
- Our Father God, we thank Thee for this evening meal. As Thou hast been mindful of us, so help us be mindful of Thee, that we may know and do Thy will.
- Our Father in Heaven, Thou hast given us all things richly to enjoy. We bring our thanks to Thee at this evening meal. Bless us as we partake of this food, and keep us mindful of the needs of others.

Graces Suitable for Any Meal

- For health and strength and daily food, we give thanks to Thee, O Lord.
- For this and all Thy mercies, Lord, make us duly grateful.
- For food and health and friendship, we give Thee thanks, O Lord.
- We thank Thee, our heavenly Father, for this food. Bless us as we partake of it that it may strengthen us for Thy service.

Scout Benediction

May the Great Master of all Scouts
Be with us 'til we meet again, Amen.

Camp May Grace

We thank you, Lord, in every way
For the gifts you give to us each day,
For the gifts of life, the gifts of love,
The gifts of friends and heavens above.
For every Scout that does his best,
May this food of ours be blessed.
Amen.

S bar F Ranch Grace

For the gifts of food and freedom
And hills to roam
For crimson sunsets
For the Earth, our home,
For the stars at night
And gentle wind in trees
Thank you, Great Spirit,
For all of these.
Amen.

Camp Lewallen Grace

Beneath the stars above Logan,
By the river as it winds,
Looking over old Potashnik,
And sheltered by the towering pines,
We thank you Lord for these blessings –
This food, this fellowship, and this day.
And ask your continued grace and mercy
As we carry on the Scouting way.
Amen.

Philmont Grace

For food, for raiment,
For life, for opportunity
For friendship and fellowship,
We thank Thee, O Lord.
Amen.

Florida Sea Base – The Keys Blessing

Bless the creatures of the sea,
Bless this person I call me.
Bless the Keys you made so grand,
Bless the sun that warms the land.
Bless the fellowship we feel,
As we gather for this meal.
Amen.

Northern Tier Wilderness Grace

For food, for raiment,
For life, for opportunity,
For sun and rain,
For water and portage trails,
For friendship and fellowship,
We thank Thee, O Lord.
Amen.

Summit Grace

For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, O Lord.
Amen.

Section 3 • General Information

All scouts of any age are welcome to attend STEM Summer Camp; however, we strongly recommend that a scout has had at least one prior week-long camping experience.

STEM Summer Camp is a camping experience, not a day camp. A scout that does not camp will miss out on a number of opportunities for advancement, fun, and interaction with other scouts.

Fees

Registration for STEM Summer Camp is online and can be found at <http://stlbsa.org> – follow the menu link to Scout BSA Summer Camps and select STEM Summer Camp from the list of Specialty camps.

All scouts will be signed up individually and will be assigned to a provisional troop. If there are other scouts or adults from the same home troop, they will be placed into the same provisional troop. We encourage adult leaders to attend even if there is only one that can do so from the troop. We will need plenty of adult leadership to assist in running the provisional troops. Each campsite will be capped at 30 scouts.

Camp Discounts

Attend a week of traditional Scouts BSA Summer Camp or Venturing Camp within the Greater St. Louis Area Council (at full price) and get a SECOND week at a \$100 savings. Or get \$50 off if you spend a week at another council's camp or on a high-adventure base. Contact Council to take advantage of this offer.

Financial Assistance

Every youth deserves the opportunity to experience summer camp. Camperships were created as financial assistance to ensure that any youth with financial difficulties is not denied an opportunity to attend summer camp at a Greater St. Louis Area Council property. Camperships normally do not exceed 50 percent of the full camp fee, except where extenuating circumstances are present. Camperships cannot be combined with camp discounts.

To apply for a campership, submit an application (available at stlbsa.org); camperships will be available until funds are depleted.

Leaders

Troops with at least three scouts attending camp are requested to send at least one adult leader (may be split among several adults throughout the week).

Adult leaders are admitted without fee according to the following schedule:

- 3 to 10 scouts in camp – one free leader older than 21
- 11 to 20 scouts in camp – two leaders free, one of whom may be 18-21 years old
- 21 to 30 scouts in camp – three leaders free, two of whom may be 18-21 years old

Fee for additional leaders in camp is \$95 to cover food and T-shirt costs.

All adult leaders must register online. Pre-registered leaders that will not be in camp for the entire week may also purchase individual meals at \$5 per meal. These meals must be paid for online or in the office in Emerson Center.

Refunds

There are typically no refunds; however, refunds may be given in rare circumstances including medical emergencies. If a refund is sought, the refund request form must be filled out and submitted to the camping department by August 30th for consideration. Additional documentation or information may be requested.

Out of Council Scouts

Scouts from outside the Greater St. Louis Area Council are welcome to enjoy the council's camp properties. Fees and programs are the same.

Leaving Early

While we understand that there are valid reasons for which a scout may need to leave camp early (sickness, death in the family, etc.), we strongly recommend against any scout leaving camp early for any other reason. Other events, such as vacations, should be scheduled for after the scout has departed from camp. Leaving early causes an undue hardship on every other scout that remains as it then takes longer to break down and clean up the campsites.

Anyone leaving early must get prior approval from the Camp Director and fill out the Leaving Early Form (found later in this document). In the event that an illness or emergency arises, please contact the office in Emerson Center as soon as possible.

Medical Examinations

Every Scout and leader attending camp must – upon arrival – present a completed health record: Parts A, B and C of the Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician's assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

Medical recheck will occur during the check-in process in Emerson Center at campsite specific tables.

Scouts without a completed Annual Health and Medical Record will not be allowed to remain in camp after 10:00 a.m. on Tuesday nor will they be allowed to swim.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete Parts A and B of the Annual Health and Medical Record.

Note: Visiting leaders may not swim unless they have Part C of the Annual Health and Medical Record signed by licensed medical personnel.

Medical forms can be downloaded from the Resources page at stlbsa.org. The forms can be filled out online, printed, and saved with the typed information. Beware of common errors: missing date of physical, missing doctor's signature, or missing tetanus shot date. We only accept the BSA medical form. No school or sports physicals will be accepted. These issues will delay check-in.

Parents should not send their child to camp if feeling ill within three days prior to departure to summer camp. This includes running a fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, diarrhea and/or stomach pains.

Health Care and First Aid

Camp May has limited first aid supplies in the camp office and program areas.

The provisional Scoutmaster and adult leaders conduct all minor first aid treatment of youths and adults. All medications are kept locked up and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp will hold medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding. If the injury or illness is beyond the knowledge of the unit leader, the camp medical staff will respond. The camp medical director holds sick call in the health office after each meal each day. An adult leader must accompany a scout to sick call.

The Camp May medical director provides more substantial first aid treatment; the rest of the camp staff does not. Arrangements have been made with St. Clare Health Center and St. Anthony's Medical Center to accommodate cases needing attention beyond the scope of the camp medical staff. However, the camp office must be notified if a scout is being taken to a hospital so that arrangements can be made for his admission. Parents of scouts are responsible for the cost of any treatment that cannot be done in camp. In case of an emergency, transportation will be provided by local authorities. The parents of the scout are responsible for any costs incurred for emergency transportation.

The camp office or medical director must be notified before transporting an injured person to the hospital. Staff in the camp office will provide the person's medical form and a map to the hospital, and will call ahead to notify the hospital's emergency room.

Each person's (scout or leader) medical insurance is the prime coverage for all medical emergencies. The insurance provider should be noted on the Annual Health and Medical Form. Inform the camp office about any special requirements if an HMO or similar plan covers the insured.

The accident insurance carried by the council at no cost for members or units is a secondary policy only. Additional information on this policy can be obtained by calling (314) 361-0600 or (800) 392-0895.

Leadership

The provisional troop can only be successful with the support of every adult. Therefore, all participating adults are expected to assist their provisional Scoutmaster to the best of their ability.

Every participating troop with at least three scouts will be asked to provide adult leaders based on the free leader schedule listed in the Fees section of this document. These leader slots can be filled by multiple adults sharing the week. Each adult leader slot must be registered online. If multiple adults are filling one slot, please inform the Program Director as soon as possible.

There are no gender restrictions for leadership in the Boy Scouts of America and female adult leaders are welcome at Camp May. There are no separate facilities on the campsites. Campsite latrines are unisex and each troop with a female leader should be prepared. All leaders in camp are required to be housed on the campsite. Separate shower and restroom areas for male and female leaders are located at the pool.

Adults may not tent with a scout. With the exception of the Senior Patrol Leader, all scouts must share a tent with another scout. In the event of an odd number of scouts in the provisional troop, the scout with the greatest rank and age shall have a solo tent.

Leaders in Program Areas

An adult leader's primary responsibility is on the campsite – supervising, coaching and instructing scouts. However, leaders that have the time and desire can be a great help with a subject in which they are particularly skilled or interested.

Each campsite will be requested to supply at least one leader to help with program areas as needed. Other leaders that wish to help may ask the Program Director where they can be most useful.

Equipment

All equipment needed for camping is provided at no additional cost. Equipment includes the following items: 9'x7' two-person canvas wall tents, cots, floorboards, picnic tables and dining flies. Campsites are equipped with latrine, washstand, shower and flagpole. If additional equipment is needed, please ask at the camp office. Provisional troops must not remove equipment from other campsites.

Most of the tents will already be set up, but scouts and adults will occasionally be asked to set up additional tents.

Personal tents are NOT recommended for the scouts. Adults may bring their own tents; however, it is recommended that everyone use the equipment supplied by the camp.

Personal tents with the ability to hold more than two scouts and their gear are NOT permitted. Too many scouts within one tent increases the difficulty of maintaining discipline and determining whether scouts are in camp.

Cots

Council cots may not provide enough support for large leaders or leaders with bad backs. Therefore, adult leaders are permitted to bring their own cot or chaise lounge-style chair that folds flat. Scouts may bring their own cots; however, it is recommended that scouts use the equipment supplied by the camp.

Bows, Rifles & Shotguns

Personal bows may be brought to camp and must be checked in upon arrival. They will be locked in the camp office and must be checked out prior to going to the range. The Archery Range Safety Officer will determine whether the personal bow may be used.

Rifles, shotguns, and any other firearms or ammunition may not be brought to camp under any circumstances. All equipment needed for archery, rifle shooting and shotgun shooting for both merit badge work and open shooting is provided. Scouts taking the Shotgun Shooting merit badge will be charged \$40 to pay for ammunition – payable in the office in Emerson Center at check-in. Open shotgun shooting (if offered) will cost \$5 per 10 shots – payable in the office in Emerson Center; bring receipt to the shotgun range.

Parent's Night

We do not have a scheduled parent's night at STEM Summer Camp.

Religious Observance

A Scout's Own Service (non-denominational) will be held on Wednesday evening during STEM Summer Camp. Participants should attend in full field uniforms. Please discuss with the Camp Director at least two weeks prior to camp if you have special religious requirements.

Camp Safety

- The buddy system must be used at all times.
- Scouts are not permitted to throw rocks in the creek.
- Fireworks, alcoholic beverages, sheath knives, non-prescription drugs, and personal firearms and ammunition are not permitted in camp.
- Fires should be put out when leaving the campsite. No fire should be left unattended. Fire orders and severe weather procedures are posted in each campsite and should be reviewed with the entire membership of the troop. Unit leaders must appoint a fire marshal for their troop and review the responsibilities of that position with the selected scouts on Sunday.
- Scouts or adults must not be transported in the cargo section of trucks.
- All buildings are smoke-free. Smokers, please smoke in a safe manner away from scouts. It is unacceptable for anyone under the age of 18 to use tobacco products of any type at any time during camp.
- Closed-toe shoes should be worn at all times while walking around camp. Sandals are appropriate for the shower house.
- The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings. Scouts and adults must not feed or try to catch any wildlife. Problems with any type of wildlife should be reported to the camp office or camp staff member immediately. Additional information on wildlife can be found in the Camping section at www.stlbsa.org.
- Upon departure from camp, all scouts must leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian. Written permission must be provided by the legal parent or guardian to the unit leadership if a scout may leave camp with someone other than those listed above. This maintains accountability of all scouts and provides for their safety.

Youth Protection

Any unit leader or staff member, who suspects, knows of, or witnesses a camper being abused at camp must notify the Camp Director immediately. Anyone suspected of mistreating a camper in any way – sexual, emotional, or physical – will be asked to leave camp.

- All scouts must have their privacy respected when conducting personal business – showering, changing clothes, etc.
- Adults are not permitted to tent with a scout.
- All adults in camp must have completed Youth Protection Training within the last two years. Youth Protection training is available online 24/7.

Scout Discipline

The following information should be shared with all scouts and adults before arriving in camp so that unit leadership and scouts clearly understand the course of action taken if camp rules are broken.

- **The Scout Oath and Scout Law are the rules in camp.** They are all that are needed and unit leadership is responsible for enforcing these rules and disciplining scouts who break them. It is expected that all scouts and adults camping at this camp will live up to the principles and values of the Scout Oath and Law.
- In the case of intertroop conflicts or concerns, unit leadership of the individual scouts involved is responsible for disciplining each scout.
- Camp administration – including the Camp Director – is available and prepared to assist in establishing communication in the event of intertroop concerns.
- Further action may be required of the unit leadership, as determined by camp administration. If necessary, the chartered organization(s) and/or district executive(s) will be contacted.
- Camp administration reserves the right to take action, if necessary, including sending a scout home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself or another scout in danger of harm.
- Hazing, “midnight raids,” tent ditching, or other such activities are not allowed at any time at camp. Such activities place scouts at unnecessary risk of injury and may cause larger problems as a result of seemingly small rituals getting out of control.
- Bullying of any sort is not permitted at any time.
- Scouts are expected to be on their campsites by 10:00 p.m. An adult leader or camp staff member must accompany any scout who needs to be away from his campsite after 10:00 p.m.
- Inappropriate behavior should be reported to the Camp Director as soon as possible.
- All discipline should be constructive in nature and in keeping with the guidelines of Safe Scouting and Youth Protection.

General Regulations

Adhering to the following regulations ensures that everyone has a fun and safe experience at camp.

Directional Signs for Troops

Directional signs made out of cardboard or paper trash up the camp. Please do not use them. Instead, photocopy the camp map from this manual, mark it with the troop’s campsite, and distribute it to the parents of the scouts.

Pets

Pets are not permitted in camp – including when dropping off or picking up scouts. Guests who bring pets to camp will be asked to leave the property.

Troop Trailers

Troop trailers are not permitted in camp.

Bicycles and Personal Transportation

Bicycles are not allowed in camp. The trails within Beaumont are not built to withstand the additional pressures created by bicycles. Any other forms of personal transportation (i.e. skateboards, hover boards, skates) are also not allowed unless necessary for medical reasons.

Vehicles

All program and administration areas are within walking distance of each campsite. No access roads to campsites are available for private vehicles. Ample parking areas are provided in the central camp, and all vehicles – including campers and trailers – must be parked there. When parking a vehicle, do not block any gate, chain or road. Any vehicle blocking a gate, chain or road is subject to towing at the owner's expense. It is important to maintain access to all roads in case of an emergency. Restricted roads are for use of the authorized staff and camp vehicles only.

All personal equipment is to be carried to the campsite.

Operators of vehicles are expected to observe the posted speed limit: 20 miles per hour.

Hammocks

Hammocks are not allowed in camp. The campsites have not been built to accommodate hammocks; therefore, all hammocks would be located outside of a regular campsite. This causes a safety concern for the visibility of the scout by the troop leadership. In addition, horseplay by scouts, with hammocks, has resulted in serious injuries during prior years of camp.

Section 4 • STEM Summer Camp Program

This week will be an extraordinary experience for Scouts, full of many STEM based merit badges and activities. Scouts will attend one merit badge or NOVA activity class each day and have the opportunity to work on other badges in the evening. Afternoons and evenings will include other fun STEM programs and exhibits to experience. If you want more in science, technology, engineering or mathematics, this is the week to be at camp!

Daily Schedule

- Reveille is at 7:00 a.m. It's a good time to wash and dress, air blankets and sleeping bags, and clean up the area.
- Meals are served at 8:00 a.m. for breakfast, 12:30 p.m. for lunch, and 6:30 p.m. for dinner. The waiter's bell rings 30 minutes before each meal – waiters should report to the dining hall at this time.
- Flag Raising is held each morning at 7:45 a.m. and Retreat is held each evening at 6:15 p.m. Complete field uniforms should be worn at the evening Retreat.
- Taps is at 10:30 p.m. Everyone must be on the campsites at 10:00 p.m., with lights out, camp quiet and bunk check.
- Merit badge and Nova activity classes will run from 9:00 a.m. until 12:00 p.m. Some classes will need additional time and will continue after lunch from 1:15 p.m. until 4:00 p.m.
- While many of the programs still happen in the rain, a few cannot. Severe storms during program hours that cancel all programming will be the time for “alternate programming” in the dining hall (instruction, card and board games, etc.) at the discretion of the Camp Director. Leaders need to help this occur. Activities can also be held on the campsite.
- During extreme heat and for the safety of the scouts, a few programs may be rescheduled to a later time or cancelled.
- We will not conduct a Mile Swim or any Order of the Arrow elections/ceremonies.

STEM Camp Program Special Activities

Additional events may happen during the week; watch for them. The Senior Patrol Leader should lead and organize the troop for their attendance.

- **Opening Campfire:** The opening campfire is held at the Council Ring on Sunday night. Assemble on the parade ground at 8:15 p.m. Cheer on the Camp May staff as they entertain us.
- **Open Swim:** The pool will be open to anyone every day, Monday through Friday, from 2:00 p.m. to 5:30 p.m.
- **Shooting Sports:** At least two of the three shooting sports areas (Archery, Rifle, Shotgun) will be open every day, Monday through Friday, from 2:00 p.m. to 5:30 p.m.
- **Afternoon Activities:** A variety of afternoon visitors and activities will occur every day, Monday through Friday, from 2:00 p.m. to 5:30 p.m. Activities, locations and times will be posted.

- **Evening Activities:** A variety of evening visitors and activities will occur every day, Monday through Thursday, from 7:15 p.m. to 10:00 p.m.
- **Scout's Own Service:** A non-denominational religious service will be held on Wednesday evening at 7:45 p.m. This is an optional event, but remember that "A Scout is Reverent."
- **Flag Retirement Ceremony:** A flag retirement ceremony is planned for Wednesday evening, shortly after the conclusion of the Scout's Own Service (roughly 8:15 p.m.). If you have flags that need to be retired, please turn them in during registration or in the office in Emerson Center.
- **Closing Campfire:** The closing campfire is held on Friday night at the Council Ring. Assemble on the parade ground at 8:15 p.m. Provisional troop skits and recognitions are the highlights of the closing campfire.

Aquatics

The Camping Committee has set the following procedures, in concert with the National Boy Scouts of America policies, recognizing a responsibility to parents and leaders for their scouts. Most of these procedures and rules fall under the "common sense" category, but it is important that all acknowledge and understand them. The Camp Director – through the Aquatics Director – will be the final authority for any question of safety, policy, or procedure.

In order to swim, each camper must submit Health Form Parts A, B, and C, signed by licensed medical personnel, and evidence of swimming ability through testing by qualified examiners. Campers will be identified according to their swimming ability as Non-Swimmers, Beginners, or Swimmers according to the following criteria:

- **Non-Swimmers** – No formal test; get in the water and splash around.
- **Beginners** – Swim 50 feet as follows: Jump feet first into water over camper's head, come to the surface, level off, swim 25 feet, turn sharply, and return to the starting point.
- **Swimmers** – Swim 100 yards as follows: Enter water feet first; swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; swim 25 yards on the back, using a resting stroke; rest by floating or, if non-buoyant, with just enough motion to stay afloat.

The Aquatics Director should be informed in writing of campers who are not allowed to swim due to medical restrictions.

During swim times:

- **Keep valuables – jewelry, wallets, cameras, etc. – at troop's campsite.**
- Use sun block and wear shirts to and from the pool to avoid sunburns.

Note: When lightning is seen or thunder is heard, all will be removed from the pool. Thirty minutes must have passed since the last thunder or lightning before campers are permitted back in the water. The pool schedule will not change if this happens.

The pool will be open every day, Monday through Friday, from 2:00 p.m. to 5:30 p.m. for open swim. The buddy system will be strictly enforced.

Shooting Sports

The Shooting Sports Area is open Monday through Friday. At least two of the following areas will be open each day:

- **Archery:** Shooting at standard stationary targets for a competitive score. The archery range is located on the trail from the parade field parking lot.
- **Rifle:** Preceded by gun safety instruction; .22 caliber ammunition provided. The rifle range is located on the trail behind the council ring.
- **Shotgun:** Preceded by gun safety instruction; 12- or 20-gauge shotgun shells. The cost is \$5.00 per 10 shots. Pay in the office in Emerson Center and bring the receipt to the range. The shotgun range is located on the trail uphill beyond McMillan campsite.

To participate in either Rifle Shooting or Shotgun Shooting, scouts must attend a Shooting Sports Safety course that will be held in the Dining Hall immediately following the Opening Campfire.

Adult Training

During STEM Summer Camp, we will be offering the **Nova Counselor and SuperNova Mentor Training**. It will be held during one evening at Cub World, in conjunction with the Cub Scout STEM Twilight Camp. Specific date and time will be posted.

Other adult training courses may be available dependent on staffing and interest.

Section 5 • Advancement

Advancement at STEM Summer Camp

Our goal is to entice our scouts to begin exploring STEM (science, technology, engineering, and mathematics) topics and to build on their interest with progressively more challenging activities. STEM-related activities and Nova awards are designed to be fun and to encourage future exploration in STEM fields. Supernova activities and awards require a deeper level of understanding and effort, resulting in greater learning and an increasing complexity in a scout's knowledge. Both Nova and Supernova requirements build on advancement from the Scouts BSA program and are meant to complement regular rank advancement. For more information on the Nova and Supernova award program, please visit <http://www.scouting.org/stem/Awards.aspx>.

STEM Summer Camp runs on a different schedule than traditional S-F Summer Camp. Instead of working on several merit badges each day, the scout will work on one merit badge or Nova award each day, with the possibility of extra sessions. All merit badge counselors are adults that have been registered as counselors within the Greater St. Louis Area Council and are either employed in a field that utilizes the information contained within the merit badge or have a passion for the subject as a hobby.

After having registered online, an email will be sent asking for the scout's selection of merit badges and Nova awards. Unless a scout has already earned four Nova awards, they will be scheduled for at least one Nova award, including working on a merit badge that meets that Nova award's requirements (unless one has already been earned). Scouts are expected to rank the Nova awards in order of preference (indicating if they definitely want to work on more than one) and to select a minimum of 10 merit badges in order of preference. This does not mean that they will be working on all of these activities/merit badges in camp. Each scout will only be scheduled with 5 or 6 merit badges/Nova awards. The larger selection is to allow flexibility with scheduling (full classes, multiple choices scheduled on the same day, etc.). After the counselors (classes) have been scheduled, scouts will begin to receive their schedule for the week. If a change is desired after the schedule has been sent, the scout must contact the Program Director for any changes, including during the week of camp. Counselors will be instructed to turn away anyone that is not on their roster and to send them to the camp office to see the Program Director.

Merit badge and Nova award classes will take place in the morning immediately after breakfast. The morning session will run for 3 hours with breaks determined by the counselors. Some subjects will require a greater length of time, so an afternoon session is also available at the discretion of the counselor. A few merit badges still take more time and will be scheduled on Monday to take advantage of the evening merit badge session. Additional merit badges may be offered on Monday evening to those not otherwise scheduled.

While we strive to offer a wide variety of the STEM-related merit badges (based on the Nova and Supernova award requirements), some are not practical for this venue. Listed below are the prerequisites that have been requested for each merit badge or Nova award (not all may be available this year). These requirements must be completed prior to camp. Merit badges and Nova awards will not be given to scouts that just attend class. Each scout must also complete the prerequisites, be prepared with some pre-knowledge of the material, and participate in the discussions and hands-on portions of the class. Partial merit badges generally occur because a scout has not completed the prerequisites, does not participate, leaves the class early, or does not return to the class after lunch. Partial merit badges can be completed after camp with the counselor from camp (information will be supplied) or with another counselor.

Remember: Camp is not a merit badge mill! There are plenty of additional activities during the afternoon (when merit badges and Nova awards are finished) and evening to keep the scouts busy. The only bored scout is one that is not trying hard enough to have fun.

Nova Awards

For more information on the Nova and Supernova award program, please visit <https://www.scouting.org/stem-nova-awards/awards/scouts-bsa/>

At least one of the merit badges listed with each Nova must have already been earned or be completed in camp to complete the Nova award. Merit badges may not be used for more than one Nova award.

Prerequisites: For all Nova awards, the first requirement is viewing or reading 3 hours about the associated topic. This requirement must be completed as a prerequisite and the Viewing/Reading log (found later in this manual) must be turned in at camp during check-in.

Nova - Designed to Crunch!

Topics: Scientific models and modeling, physics, sports equipment design, bridge building or cryptography
Merit Badges: American Business, Chess, Computers, Digital Technology, Drafting, Entrepreneurship, Orienteering, Personal Management, Radio, Signs/Signals/Codes, Surveying, Weather
Offered: 2013-2019

Nova – Hello, World

Topics: Computers, coding and/or computer-related careers
Additional Prerequisites: 7ab
Merit Badges: Digital Technology, Programming, Robotics
Offered: 2019

Nova – Let It Grow!

Topics: Agriculture or farming
Merit Badges: Animal Science, Cooking, Farm Mechanics, Fish & Wildlife Management, Fishing, Forestry, Gardening, Insect Study, Mammal Study, Nature, Plant Science, Soil & Water Conservation
Offered: 2017-19

Nova – Mendel’s Minions

Topics: Genetics or genomics
Additional prerequisites: 5
Merit Badges: Animal Science, Bird Study, Forestry, Gardening, Insect Study, Mammal Study, Medicine, Nature, Public Health, Reptile & Amphibian Study, Veterinary Medicine
Offered: 2019

Nova – Next Big Thing

Topics: Creation of new products, entrepreneurship, innovation, new technology and/or engineering design
Additional Prerequisites: 5
Merit Badges: American Business, Architecture, Composite Materials, Digital Technology, Drafting, Electronics, Engineering, Inventing, Model Design & Building
Offered: N/A

Nova - Shoot!

Topics: Projectiles, aviation, weather, astronomy or space technology
Additional Prerequisites: 4
Merit Badges: Archery, Astronomy, Athletics, Aviation, Game Design, Rifle Shooting, Robotics, Shotgun Shooting, Space Exploration, Sustainability, Weather
Offered: 2013-19

Nova - Splash!

Topics: Water as it relates to the hydrologic cycle, primary sources, primary users (including wildlife), health, sources of pollution, waste treatment, and related sciences and technologies
Additional Prerequisites: 4
Merit Badges: Chemistry, Energy, Engineering, Environmental Science, Fish & Wildlife Management, Fishing, Fly Fishing, Forestry, Geology, Nature, Oceanography, Public Health, Soil & Water Conservation, Sustainability, Weather
Offered: 2019

Nova - Start Your Engines!

Topics: Transportation or transportation technology

Merit Badges: Automotive Maintenance, Aviation, Canoeing, Cycling, Drafting, Electricity, Energy, Farm Mechanics, Kayaking, Motorboating, Nuclear Science, Programming, Railroad, Small Boat Sailing, Space Exploration, Truck Transportation

Offered: 2013-19

Nova – Up and Away

Topics: Fluid dynamics

Merit Badges: Aviation, Canoeing, Chemistry, Kayaking, Oceanography, Plumbing, Rowing, Scuba Diving, Swimming

Offered: 2019

Nova - Whoosh!

Topics: Engineering involving motion or motion-inspired technology

Additional Prerequisites: 4

Merit Badges: Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Mining in Society, Model Design & Building, Railroad, Rifle Shooting, Robotics, Shotgun Shooting

Offered: 2013-19

On To Supernova

This is a special course to introduce the Supernova program. It is recommended that all scouts attend this session which will be offered immediately after dinner on Sunday evening (prior to the Opening Campfire)

Offered: 2013-16

Merit Badges

For all merit badges, it is **highly recommended** that you read the merit badge pamphlet. It is also recommended that you print and bring a copy of the online worksheets for each merit badge (see usscouts.org or meritbadge.org).

For each individual merit badge, the requirements that must be completed prior to summer camp are listed below. If these requirements are not completed and brought to camp, you will receive a partial merit badge card and will need to complete any missing requirements after camp.

Scouts with previous partials in Archery, Rifle Shooting or Shotgun Shooting may attempt to complete the merit badge at STEM Summer Camp. The \$40 fee will still apply for Shotgun Shooting if the qualification scores are needed. Other partial merit badges may be worked on during camp based on the availability of the counselor.



American Business

Nova: Designed to Crunch, Next Big Thing

Prerequisites: 2a, 3, 5, 6

Offered: 2013, 2015-19



Architecture

Nova: Next Big Thing; Supernova

Prerequisites: 1, 5; either complete 4 or bring graph paper, pencils, tape measure and architectural scale

Offered: 2013-15, 2018-19



Animal Science

Nova: Let It Grow, Mendel's Minions; Supernova

Prerequisites: 6 (choose option) - the sketches or charts suggested must be turned in, be prepared to discuss your experience; 7 – write a paragraph of at least five sentences explaining your choice, turn it in.

Offered: 2013-19



Astronomy

Nova: Shoot; Supernova

Prerequisites: 4a-c, 5bd, 6b, 8a-e (do one)

Offered: 2013-19



Archaeology

Supernova

Prerequisites: 4, 5 (have presentation ready)

Offered: 2014-19



Athletics

Nova: Shoot

Prerequisites: 2a, 3ab, 4a, 5, 6b

Offered: 2015, 2019



Archery

Nova: Shoot, Whoosh

Prerequisites: Study requirements 3 and 4, \$5 fee for materials

Offered: 2014-19



Automotive Maintenance

Nova: Start Your Engines; Supernova

Prerequisites: 11, 12

Offered: 2018-19



Aviation

Nova: Shoot, Start Your Engines, Up and Away, Whoosh; Supernova

Prerequisites: 4, 5

Offered: 2013-19



Bird Study

Nova: Mendel’s Minions; Supernova

Prerequisites: 1, 7b, bring binoculars and North American bird field guide

Offered: 2013-15, 2018-19



Canoeing

Nova: Start Your Engines, Up and Away

Camp May does not have the facilities for this merit badge.

Offered: N/A



Chemistry

Nova: Splash, Up and Away; Supernova

Prerequisites: TBD

Offered: N/A



Chess

Nova: Designed to Crunch

Prerequisites: 6 (three games scored using algebraic notation), bring a chess set

Offered: 2013-19



Composite Materials

Nova: Next Big Thing, Whoosh; Supernova

Prerequisites: None

Offered: 2014-19



Computers

Nova: Designed to Crunch; Supernova

Discontinued in 2014

Offered: 2013-14



Cooking

Nova: Let It Grow; Supernova

Prerequisites: 2a, 3a, 4acde, 5ab, 6ab, 7, Second class and First class cooking requirements are highly recommended.

Offered: 2017-19



Cycling

Nova: Start Your Engines

Prerequisites: TBD

Offered: N/A



Dentistry

Supernova

Prerequisites: 2cd, 3, 4, 6, 7

Offered: 2013, 2015, 2018-19



Digital Technology

Nova: Designed to Crunch, Hello World, Next Big Thing; Supernova

Prerequisites: 1 (Cyber Chip), 6

Offered: 2015-19



Drafting

Nova: Designed to Crunch, Next Big Thing, Start Your Engines, Whoosh; Supernova

Prerequisites: 6, 7

Offered: 2015



Electricity

Nova: Start Your Engines; Supernova

Prerequisites: 8, 9 (read meter on two different days), study the electrical terms and definitions in the merit badge pamphlet

Offered: 2013-19



Electronics

Nova: Next Big Thing, Whoosh; Supernova

Prerequisites: 6

Offered: 2013-19



Energy

Nova: Start Your Engines, Splash; Supernova

Prerequisites: 1, 4, 6

Offered: 2014, 2016-19



Engineering

Nova: Next Big Thing, Splash, Whoosh; Supernova

Prerequisites: none

Offered: 2013-19



Entrepreneurship

Nova: Designed to Crunch

Prerequisites: watch "Shark Tank", take notes, pay attention to "pitch"

Offered: 2016-19



Environmental Science

Nova: Splash; Supernova

Prerequisites: 3e1, 3f1 or 3f2, 4

Offered: 2014-16, 2018-19



Farm Mechanics

Nova: Start Your Engines, Let It Grow; Supernova

Prerequisites: 5

Offered: 2018



Fish and Wildlife Management

Nova: Let It Grow, Splash; Supernova

Prerequisites: none

Offered: 2014-19



Fishing

Nova: Let It Grow, Splash

Prerequisites: 9

Offered: 2018-19



Fly Fishing

Nova: Splash

Prerequisites: TBD

Offered: N/A



Forestry

Nova: Let It Grow, Mendel’s Minions, Splash; Supernova

Prerequisites: 5, field book described in requirement 1

Offered: 2017, 2019



Game Design

Nova: Shoot; Supernova

Prerequisites: 5, 6, 7

Offered: 2015-19



Gardening

Nova: Let It Grow, Mendel’s Minions; Supernova

Prerequisites: 2, 4 (pictures), 5, 7, 8 (pictures)

Offered: 2015-19



Geocaching

Supernova

Prerequisites: 7 (This involves setting up a free account on geocaching.com (with parental permission), printing out information on three nearby public geocaches and visiting one of them)

Offered: 2013-15, 2018



Geology

Nova: Splash; Supernova

Prerequisites: 5a, 5b, 5c, or 5d

Offered: 2013-19



Insect Study

Nova: Let It Grow, Mendel’s Minions; Supernova

Prerequisites: 5b, 9, 10, camera/phone

Offered: 2013-14, 2019



Inventing

Nova: Next Big Thing, Whoosh; Supernova

Prerequisites: 3c, 5, 8a or 8b

Offered: 2013-14, 2017-18



Kayaking

Nova: Start Your Engines, Up and Away

Camp May does not have the facilities for this merit badge.

Offered: N/A



Mammal Study

Nova: Let It Grow, Mendel’s Minions; Supernova

Prerequisites: 3c, 5

Offered: 2019



Medicine

Nova: Mendel’s Minions; Supernova

Prerequisites: 1 (4-5 sentences about each of the 8 chosen people, be prepared to discuss), 6 (short paragraph about 5 different specialties, be prepared to discuss), 10, read the merit badge pamphlet and fill out the worksheet.

Offered: 2014-15, 2018



Mining in Society

Nova: Whoosh; Supernova

Prerequisites: 5a

Offered: 2017-19



Oceanography

Nova: Splash, Up and Away; Supernova

Prerequisites: 4, 7, 8

Offered: 2013-19



Model Design and Building

Nova: Next Big Thing, Whoosh

Prerequisites: TBD

Offered: N/A



Orienteering

Nova: Designed to Crunch

Prerequisites: 10, have completed the Second and First Class orienteering requirements

Offered: 2013-14, 2016-18



Motorboating

Nova: Start Your Engines

Camp May does not have the facilities for this merit badge.

Offered: N/A



Personal Management

Nova: Designed to Crunch

Prerequisites: 1, 2a, 8

Offered: 2014-19



Nature

Nova: Let It Grow, Mendel's Minions, Splash; Supernova

Prerequisites: Be familiar with local protected plants and animals and why they are at risk; 4 – do the work for FIVE of the following fields:

- a) BIRDS – part 2
- b) MAMMALS – part 2
- c) REPTILES & AMPHIBIANS – none
- d) INSECTS & SPIDERS – parts 1 & 2
- e) FISH – part 1, bring evidence
- f) MOLLUSKS & CRUSTACEANS – part 2
- g) PLANTS – none
- h) SOILS & ROCKS – none

Offered: 2013-14, 2016-17, 2019



Plant Science

Nova: Let It Grow; Supernova

Prerequisites: 7, 8 – Complete one of the options, most can be completed using the computer, observing, collecting and visiting the appropriate locations; make a work book for the requirement and present it at camp

Offered: 2013, 2016, 2018-19



Nuclear Science

Nova: Start Your Engines; Supernova

Prerequisites: 3b, 7, 8

Offered: 2013-19



Plumbing

Nova: Up and Away

Prerequisites: Worksheet for 1ac, 2ab, 4

Offered: 2019



Programming

Nova: Hello World, Start Your Engines; Supernova

This is a two day course.

Prerequisites: 1a – Cyber Chip, 6

Offered: 2015-19



Rifle Shooting

Nova: Shoot, Whoosh

Prerequisites: 1

Offered: 2014-19



Public Health

Nova: Mendel’s Minions, Splash

Prerequisites: TBD

Offered: N/A



Robotics

Nova: Hello World, Shoot, Whoosh; Supernova

Prerequisites: 1, 2, 3, 6a or 6b, 7, bring an engineering notebook (any type of notebook), read merit badge pamphlet

Offered: 2013-16, 2018-19



Pulp and Paper

Supernova

Prerequisites: read the merit badge pamphlet, 6, 7, 8

Offered: 2016, 2018-19



Rowing

Nova: Up and Away

Camp May does not have the facilities for this merit badge.

Offered: N/A



Radio

Nova: Designed to Crunch; Supernova

Prerequisites: Read MB pamphlet

Offered: 2015-19



Scholarship

Supernova

Prerequisites: 1, 3 (bring proof)

Offered: 2013-19



Railroading

Nova: Start Your Engines, Whoosh

Prerequisites: 8a (Do TWO 1, 2, 4, 5, 6, 7) **OR** 8b (Do TWO 1, 2, 3, 4)

Offered: 2013-18



Scuba Diving

Nova: Up and Away; Supernova

Prerequisites: 2, 4

Offered: 2016, 2018-19



Reptile and Amphibian Study

Nova: Mendel’s Minions; Supernova

Prerequisites: 8, 9

Offered: 2013-15, 2018-19



Shotgun Shooting

Nova: Shoot, Whoosh

Prerequisites: 1, \$40 fee required

Offered: 2014-19



Signs, Signals and Codes

Nova: Designed to Crunch; Supernova

Prerequisites: Read MB pamphlet

Offered: 2017-18



Swimming

Nova: Up and Away

Prerequisites: TBD

Offered: N/A



Small Boat Sailing

Nova: Start Your Engines

Camp May does not have the facilities for this merit badge.

Offered: N/A



Truck Transportation

Nova: Start Your Engines

Prerequisites: 1, 4

Offered: 2015, 2017



Soil and Water Conservation

Nova: Let It Grow, Splash; Supernova

Prerequisites: 4a, 7e

Offered: 2015-19



Veterinary Medicine

Nova: Mendel's Minions; Supernova

Prerequisites: 6

Offered: 2014-16, 2018



Space Exploration

Nova: Shoot, Start Your Engines; Supernova

Prerequisites: 2, 5bc, 7

Offered: 2013-19



Weather

Nova: Designed to Crunch, Shoot, Splash; Supernova

Prerequisites: 3, 6

Offered: 2013-19



Surveying

Nova: Designed to Crunch; Supernova

Prerequisites: 6, 7, compass, pencil, paper, ruler

Offered: 2017



Welding

Supernova

Prerequisites: 3, 4, 5a, 7a, cotton pants (no nylon or polyester), boots, ability to fit the safety equipment

Offered: 2013-19



Sustainability

Nova: Shoot, Splash; Supernova

Prerequisites: 1, 2 (Water A, Food A, Energy B or C, Stuff A), 6, Be prepared to discuss all others

Offered: 2017-19

MEDICAL PERMISSION SLIP

STEM camp is conducted by volunteers formed into provisional troops. These troops operate as a model for all troops in the Greater St. Louis Area Council. As in your scout's home troop, sometimes it is necessary to provide medical attention for minor aches and pains. For that purpose we have listed several medications below for you to choose from should the need arise to give them to your scout. We recommend that you use the weight based chart on the back of this form as a guide on which dosage to select. It is also necessary that we have permission to dispense the doctor prescribed medication that you have listed below.

Scout's Name _____ Weight (lbs.) _____

My scout is in good physical condition at the present time. They may receive emergency medical treatment at my expense. I also give my permission for the Adult Leaders of his STEM Troop to dispense the listed medications. All of these medications and listed strengths are over the counter medications. Please check all that apply.

- Tylenol (Acetaminophen) 325mg tablets
- Tylenol (Acetaminophen) 500mg tablets
- Ibuprofen/Advil/Motrin (Ibuprofen) 200mg tablets
- Tums Tablets (Calcium Carbonate)
- Benadryl Cream (Diphenhydramine)
- Benadryl (Diphenhydramine) 25mg tablets
- Hydrocortisone Ointment
- Imodium AD (Loperamide)

In addition, my scout is taking the following prescription medication(s) that are provided for you in their original containers.

MEDICATION

DOSAGE

Signature of Parents or Guardian

Date

See weight based chart on the back of this permission slip.

DOSAGE CHART

Please use the following guidelines to select dosages

Acetaminophen (Tylenol) Dose every 4-6 hours <i>Maximum 5 doses in 24 hours</i>	Adult Regular Strength 325 mg each	Adult Extra Strength 500 mg each
Weight		
60-71 lbs	1 tablet	None
72-95 lbs	1 ½ tablets	1 tablet
96 lbs +	2 tablets	1 tablet

Ibuprofen (Motrin, Advil) Dose every 6-8 hours <i>Maximum 4 doses in 24 hours</i>	Junior Strength 100 mg each	Adult Regular Strength 200 mg each
Weight		
60-71 lbs	2 ½ tablets	1 tablet
72-95 lbs	3 tablets	1 ½ tablets
96 lbs +	4 tablets	2 tablets

Benadryl (Diphenhydramine) Dose every 6 hours <i>Maximum 4 doses in 24 hours</i>	Chewable Junior Strength 12.5 mg each	Adult Regular Strength 25 mg each
61-70 lbs	2 ½ tablets	1 tablet
71-80 lbs	3 tablets	1 tablet
81-90 lbs	3 ½ tablets	1 tablet
90 lbs +	4 tablets	2 tablets

Medicine Detail Form

Scout: _____

Campsite: _____

Medication	Dose	Frequency

REPORT ON SCOUT LEAVING CAMP BEFORE END OF CAMPING PERIOD
NOT FOR IN AND OUT SITUATIONS

STEM Summer Camp – Campsite: _____ Date _____, _____

Scout’s Name _____ Unit No. _____

Date entered camp: _____ Date left camp: _____

Reason for leaving:

Were parents notified?

Who provided transportation?

Is this Scout’s return to camp during the camping period contemplated?

Approved: _____
Leader Camp Director

Parent’s, or person picking up scout, signature: _____

Scouts BSA STEM Summer Camp

Scout NOVA Viewing/Reading Form

Please print one form per NOVA Award

Scout Name: _____ Troop#: _____

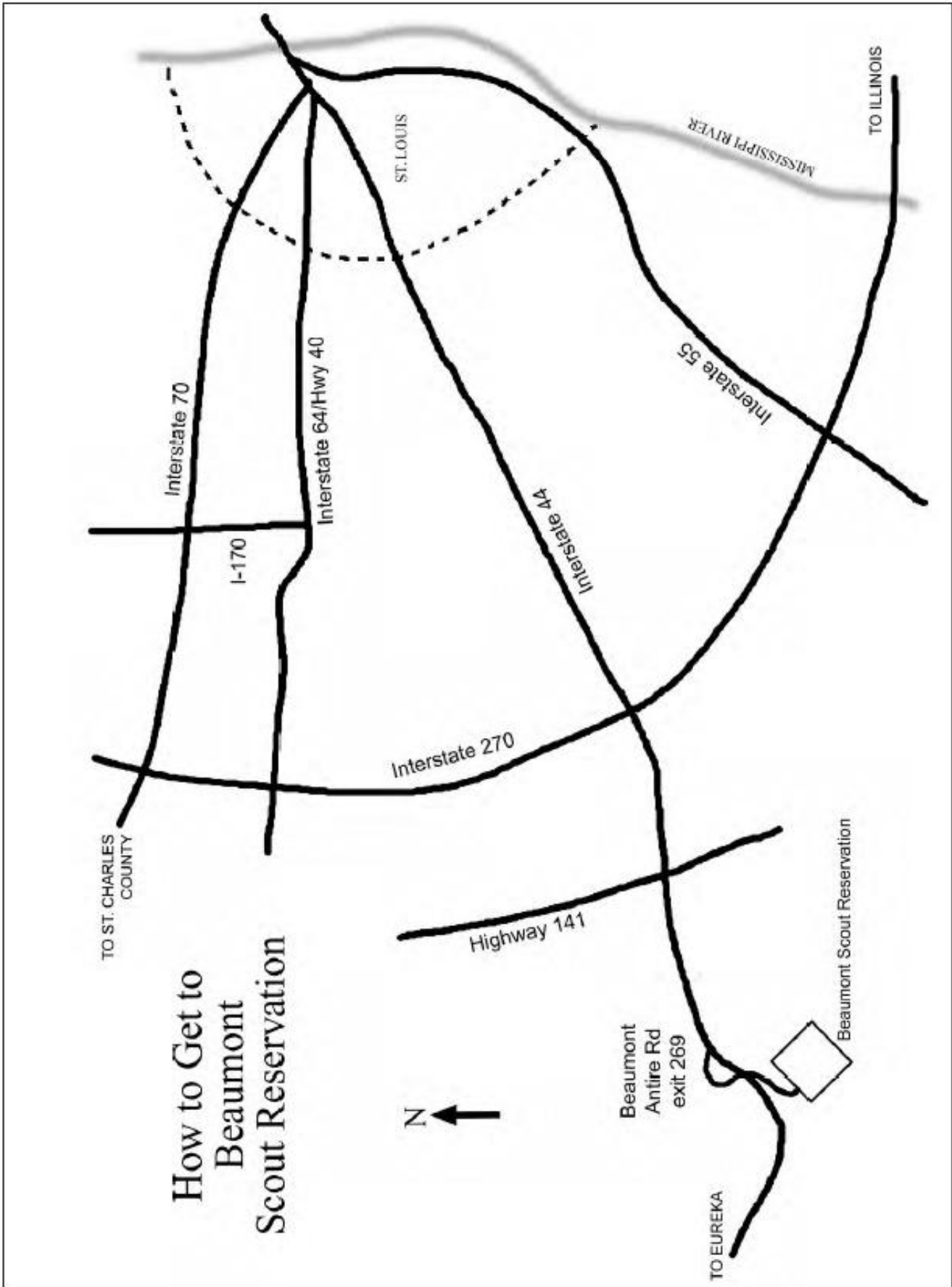
Nova Award: _____

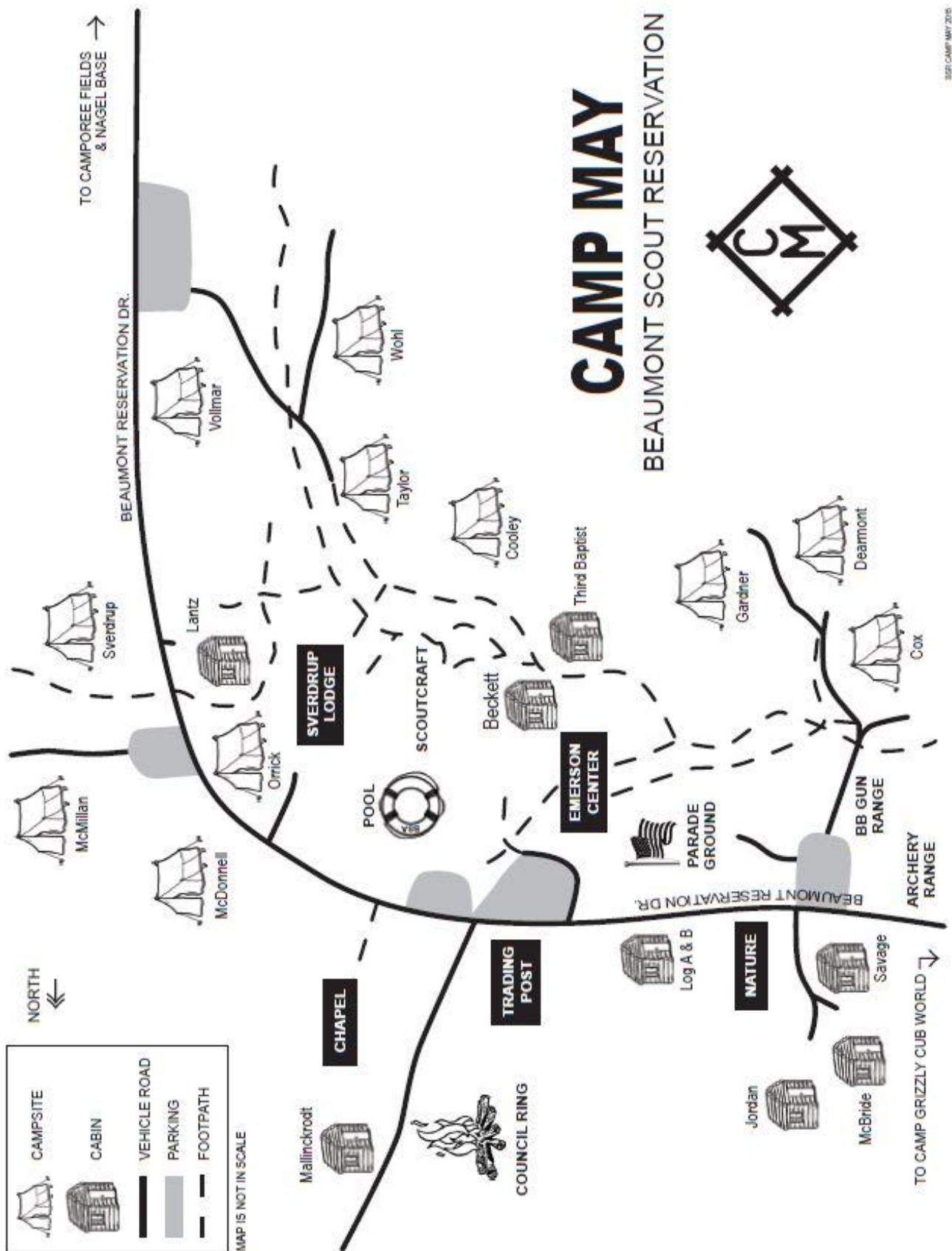
Based upon the NOVA award listed above, this scout has watched and/or read, for about three hours, material relating to science, technology, engineering, or mathematics:

SHOW/BOOK/MAGAZINE/NEWSPAPER	Length of Show/Time spent reading
_____	_____
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Please bring this form with you to STEM Summer Camp to complete requirement number 1 of your NOVA Award. It can be turned in at the registration table upon arrival.

Review the particular requirements of the NOVA awards at <http://www.scouting.org/stem/Awards.aspx>.





BSA · CAMP MAY 2016

Camps of the Greater St. Louis Area Council



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL

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