

# STREAM Camp

Science Technology Radio Engineering Art & Math



March 6th, 7th & 8th, 2026  
Timuqua District, Central Florida Council  
Scouting America

Location: Florida Sheriffs Youth Ranch, Pierson, FL  
Event Chair: "Sully" Sullivan, [webfilters@comcast.net](mailto:webfilters@comcast.net)

## Overview

The theme chosen for this year's Cub Scout Family Campout is essentially "STEM". However, we have added two more letters to the "STEM" acronym by adding "R" for Radio and "A" for Art (of Marksmanship)! We like to call it; "STREAM" Camp which contains six activity stations incorporating each of the six letters. On Saturday, the groups of scouts will take on a Greek Letter designation, for example  $\alpha$  (Alpha) and rotate through the different stations once per hour; 3 in the morning, LUNCH and 3 sessions in the afternoon.

Every effort was made to invite teachers from local area high schools and universities, professionals in a STEM field or experts in a scientific profession to help conduct the program. There will be demonstrations of high-tech phenomena as well as intriguing "hands-on" creations by the Cub Scouts!

Cub Scouts can come up with clever costumes if they want to look like a scientist, or an engineer or some type of laboratory technician. They can even decorate their campsite with "STEM" related themes to encourage a "fun environment to learn about science" and think about future careers in a "STEM" field.

Try to think like Isaac Newton and discover the Laws-of-Motion. How did Albert Einstein come up with the Theory of Relativity? Can you use mathematics to understand something better and solve a problem?

Most of all, we want the Cub Scouts to have fun in an educational, outdoor environment and not feel like they're in a classroom.



A map will show the location of each station and will be color-coded and labeled with one of the 6 letters shown above. You *must* stay with your group in the designated station until it's time to rotate to the next one!

# STREAM Campout Schedule

## Friday March 6th, 2026

5:00 PM to 8:00 PM – Registration and Check-in.  
 8:00PM – Staff Meeting (1 adult (Or more) Per Unit and Youth Staff  
 9:00PM - MythBusters “movie” and/or Stargazing with Telescopes  
 10:00PM - Quiet Time

## Saturday March 7th, 2026

8:00am Breakfast / Day attendees check-in  
 9:00am Flag Raising (Class B)  
 9:30-10:20am Activity 1  
 10:30-11:20am Activity 2  
 11:30-12:20pm Activity 3  
 12:30-1:20pm Lunch  
 1:30-2:20pm Activity 4  
 2:30-3:20pm Activity 5  
 3:30-4:20pm Activity 6  
 4:30-5:30pm Group Games (tug of war, Cubmaster Challenge, etc.)  
 5:30-7:00pm Dinner  
 7:30pm Flag Lowering/ Cubmaster Minute (Class A)  
 8:00pm Campfire Program (Submit a skit or a song per unit)  
 9:00pm Movie: “Wall-E”  
 11:00pm Quiet time/Lights Out

ACTIVITY	SESSION1	SESSION2	SESSION3	SESSION4	SESSION5	SESSION6
SCIENCE	α	β	γ	δ	ε	ζ
TECHNOLOGY	β	γ	δ	ε	ζ	α
RADIO	γ	δ	ε	ζ	α	β
ENGINEERING	δ	ε	ζ	α	β	γ
ART	ε	ζ	α	β	γ	δ
MATH	ζ	α	β	γ	δ	ε

## Sunday March 8th, 2026

6:00am to 8:00am Breakfast and Clean Up  
 8:00am to 8:15am Scouts Own Service / Final Awards (CLASS A’S)  
 8:30am -10:00am – “Leave No Trace” Check-out & get patches

## REGISTRATION INFORMATION

**Location:** Florida Sheriffs Youth Ranch, 1170 Youth Camp Lane, Pierson, FL

**Dates** Friday, March 6th, 5:00pm to Sunday, March 8th, 2026, 10:00am

**Cost:** Included with Annual Registration for the 2026 Year

**Campsite Assignment:** At check in.

**Leadership:** 2 BALOO trained leaders per pack is HIGHLY RECOMMENDED

**Arrival of Scouts** Registrations/Check-in opens at 5:00pm on Friday at the entrance. A map of the campgrounds showing the camping and activity locations will be provided at registration.

**Late arrivals** (after 8:00pm) need to check in at (HQ).

**Parking** – Vehicles can come into camp to unload only and then be moved to the parking area. All vehicles will park in the designated parking area. No Vehicles except Trailer allowed to be left at the campsite area. Handicapped Parking Arrangements made at check in.

**Uniform** – Field uniforms (Class A) . Activities for which you will be in uniform are Saturday evening campfire, Sunday morning worship (Scout's Own service), and closing flag. For other activities, a Class "B" activity t-shirt is appropriate.

Checkout/Departure from Camp All Scouts and Scouters are encouraged to attend the Scout's Own service on Sunday. Please no camp breakdown or activities during the worship service. All Scouts and Scouters will leave their areas as clean as or cleaner than we arrived. At check out a camp site inspection will be performed by camp staff for all units. You must complete the event evaluation form and have a successful inspection in order to receive your unit patches.

**Campsites** Campsites will be assigned based on pre-registration of unit size. The remainder of units will be assigned a site Friday evening and the size of the assigned site will depend on the number of participants, on a first-come, first-serve basis.

**Health Forms** should be "on-file" with their unit leaders so that they can check-in along with the Youth Ranch release form (which is attached on the registration website).

**Low Impact Camping** Each unit is expected to abide by the BSA low impact camping guidelines. Your campsite should be as though no camping took place. (Leave No Trace) Rules for use of our camp prohibit damaging or cutting vegetation in the area. Ground fires are NOT PERMITTED. There are a limited number of fire rings.

**Food** You are responsible to pack your own along with cooking method for the weekend.

**Drinking Water** There are limited sources of water access around the Youth Camp. We will add locations for spigots and hoses to the map hand-outs and recommend that you transport jugs of water back to your campsite.

**Water Bottles** Scouts should have a “refillable” water bottle (i.e., Nalgene, etc.) with them at all times. Hydration is very important during any scouting event/campout.

**Handwashing Water** We recommend setting up your own hand washing station within your campsite “kitchen”.

**Campfire Event** It is recommended that everyone has a folding “camp chair” and remind their Cub Scout to carry their essentials with them at all times.

**Garbage** It is each unit’s responsibility to make sure their trash is removed from their campsite, and taken with them OR deposited in camp dumpsters.

**Bathroom/Latrines** Bathrooms are available. Please Follow SYT (Safeguarding Youth Training) guidelines when using multi stall restrooms. Bathrooms will have signs posted for Adult/Youth/Male/Female.

**Off Limits Areas** All Areas outside the campground are off limits. Nobody is to go to any body of water. NO EXCEPTIONS. Campfires A Saturday evening campfire and program will be conducted by trained Scouts or Leaders

**Electricity** There is limited access to electricity at Camp, access is based on need and 1st come basis. You may need to make your own arrangements, email [webfilters@comcast.net](mailto:webfilters@comcast.net) to request.

**Check-Out** Once the campsite is clean, signage returned and all members of your unit vacated, patches will be provided. Your unit leader needs to stop by Headquarters to receive patches and any unclaimed patches will be distributed at Roundtable.

## **SAFETY & CONDUCT**

1. “Safety First” is the most important concern. All participants are asked to be mindful that excessive roughhousing and careless behavior can lead to accidents and even injury. Please have fun, but take care of yourselves and others. Prevent mishaps before they occur. Each leader and participant is asked to be observant for safety issues in the activity area surrounding them, and report or correct any concerns.
2. Participants are reminded, to use the Scout Oath, the Scout Law, and the Outdoor Code to guide behavior at all times.
3. The buddy system will be in place and enforced at all times.
4. NO Alcoholic beverages are to be consumed by anyone related to a scouting program at any time during this event. Period. Offenders will be asked to leave.
5. Smoking is permitted only in designated areas (e-cigs are included). No cigarette butts are to be left on the ground. There shall be no smoking or vaping in front of the scouts.
6. First Aid will be located at the onsite clinic, BSA regulations require ALL accidents, injuries, illnesses must be reported there.
7. Handheld Radios will be in operation for staff to communicate issues in case of emergencies
8. We are renting this facility, and as scouts, we are required to act in a scout-like manner.
  - Please clean up after yourself and do not leave debris on the ground in your camp site.
  - All campsites must be clean and well organized at all times.
  - Help keep our restrooms and porta-lets clean.
  - If you see any trash, pick it up and put it where it belongs, whether it’s yours or not.
9. One final note about behavior. We will be under watchful eyes by Adult Leaders. How we behave reflects on Timuqua District and all of scouting.
10. Parents and leaders follow the same safety rules as the scouts.

# SCORING GUIDELINES

Unit: \_\_\_\_\_

## Site Setup & Safety (20 points)

- Unit is in assigned area, tents pitched correctly & securely anchored (*no trip hazards*)
- Campsite organized with adequate fire buckets available
- Tents spaced safely apart (*fire safety + traffic flow*)

## Health & Safety (40 points)

- First Aid kit visible and accessible
- Proper disposal of garbage (*no open bags attracting critters*)
- Food adequately protected from contamination
- Dish washing system (3 pan system) and utensils clean
- Adequate drinking water and separate hand-washing station
- Eating area clean & organized
- Adult supervision clearly present

## Campsite Improvements (40 points)

- U.S. and Pack flags properly displayed
- Cooking tools stored safely when not in use
- Additional “gadgets” built from materials available in nature
- STEM Themed decorations & campsite and gateway improvements

## EVENT AWARDS (presented on Sunday)

### Pack/Den/Individual (scoring based on committee evaluation)

- Best STEM-Themed Campsite
- Best Scientist Costume
- Junior Engineer Award
- Future Innovator Award
- Best “Scout Spirit” Award

NOTE: There will be a *Scavenger Hunt* with 1st, 2nd & 3rd place ribbons

