

Scouting America

GREATER ST. LOUIS AREA SCOUTING



# CAMP CARNIVAL

The Greatest Week on Earth

2026

*Cub Day Camp*

PROGRAM GUIDE

# Grizzly Day Camp 2026: Week 4: Camp Carnival: The Greatest Week on Earth

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# Grizzly Day Camp 2026 Program Guide

## Week 4: Camp Carnival: The Greatest Week on Earth

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### Welcome to Grizzly Day Camp

Welcome to Week Four of Grizzly Day Camp at Beaumont Scout Reservation. We are thrilled that your Scout will be joining us for Camp Carnival: The Greatest Week on Earth, a celebration filled with color, laughter, creativity, and excitement around every corner.

Throughout the week, campers will experience the joy and energy of a classic carnival brought to life at camp. Scouts will take part in lively relay races, playful challenges, creative crafts, silly science experiments, and activities inspired by the fun of the fair. From circus style stunts and teamwork games to hands on STEM discoveries, each day offers something new to spark curiosity and smiles.

Grizzly Day Camp is designed to create meaningful experiences that encourage confidence, friendship, and character growth in a safe and supportive environment. As campers rotate through shooting sports, swimming, nature exploration, Scoutcraft, games, and creative program areas, they will build skills, practice teamwork, and discover new interests. Each day blends the excitement of carnival fun with opportunities for learning, cooperation, and personal growth, making this truly one of the most memorable weeks of the summer.

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### Your Week at Grizzly: Camp Carnival; The Greatest Week on Earth

During Camp Carnival: The Greatest Week on Earth, campers will step right into the excitement and energy of a classic carnival brought to life at Grizzly Day Camp. Throughout the week, Scouts will experience the fun of the fair through lively games, creative challenges, colorful crafts, and hands on activities that celebrate imagination, teamwork, and discovery. From playful relay races and carnival style challenges to creative projects and silly science experiments, campers will explore a wide variety of activities designed to keep the laughter going all week long.

Special programming may include: Carnival style relay races and midway games, creative crafts inspired by the circus and carnival traditions, hands on STEM experiments and playful science demonstrations, team challenges that encourage cooperation and creativity, outdoor exploration activities, and water or creek experiences when conditions allow.

Some days may include water activities or messy outdoor programming. Campers should come prepared each day with clothing appropriate for outdoor fun, including water shoes when recommended. Friday will conclude with our weekly Campfire program where each den will present a skit, cheer, or song. Parents are welcome to attend the Friday Campfire beginning at 7:45 PM.



## Preparing for Camp

Every day at camp involves rotations to multiple activity areas. Campers should arrive prepared for outdoor exploration and physical activity. Campers should bring the following items each day:

- A **refillable water bottle**
- A **packed lunch** (lunch is not provided at Grizzly)
- An extra snack if desired
- Sturdy closed toe shoes suitable for hiking and outdoor terrain
- Rain gear when weather is expected
- Sun protection such as a hat and sunscreen
- Insect repellent
- Any required medications in original labeled containers
- A lightweight backpack
- Water shoes for creek walks or water play when announced
- A towel and swimsuit for daily pool activities

*All personal items should be clearly labeled with the camper's first and last name. Campers should not bring expensive personal electronics or digital devices to camp. Cell phone reception is limited on property and camp activities frequently involve water, hiking, and outdoor exploration that could result in damage or loss of personal devices.*

**FAST PASS** is scheduled for the following dates. Attend Fast Pass with your campers' health forms to get ahead of the crowd on Check In Day.

June 28<sup>th</sup> at Cub World from 3:00pm – 5:00pm & July 18<sup>th</sup> at Cub World from 10:00am – 1:00pm

Join us to learn more before camp at the “**Be Prepared for the Adventure**” Zoom meetings (Zoom links are emailed to registrants in advance):

Mon, May 18<sup>th</sup> from 7:00pm – 8:00pm  
Thurs, June 4<sup>th</sup> from 7:00pm – 8:00pm

Wed, May 27<sup>th</sup> from 7:00pm – 8:00pm

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## Daily Camp Life

### Arrival Procedures at the Cub World Building

Monday is Check In Day. Families should plan to arrive slightly earlier than normal. Suggested arrival time is between 8:15 AM and 8:25 AM. All campers and any adults remaining on site must have completed Annual Health and Medical Record Parts A and B (download from Registration Site).

Campers who have pre-registered for Before Care may arrive as early as 8:00 AM and should report to the main office in the Emerson Building for drop off. This is also the same location that campers who are pre-registered for After Care can be picked up at the end of the day. After Care extends campers' camp time to no later than 6:00 PM.

Tuesday through Friday, campers may proceed directly to their assigned den meeting area between 8:40 AM and 8:55 AM. Camp begins promptly at 9:00 AM each day.



## Medications

Any medications needed during the camp day must be checked in with the camp medical officer each morning. Medications must be in original labeled containers and placed in a sealed bag with printed instructions if needed.

- *Controlled substances must be administered by the parent or guardian prior to arrival and will not be stored on site.*
- Rescue medications such as inhalers or EpiPens must be checked in daily and retrieved at the end of each day.

## Buddy System

Campers must always remain with their assigned den and must travel with a buddy at all times, including trips to the restroom.

## Behavior Expectations

Grizzly Day Camp follows the Scout Oath and Law at all times. Campers are expected to treat one another with kindness and respect. Harassment or unsafe behavior involving physical contact will not be tolerated. Our camp is a “no negative contact” camp and campers may be sent home for breaking that rule. Grizzly Camp follows all standards as noted in Scouting America’s Safeguarding Youth program.

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## Health and Safety

Campers should wear sturdy footwear appropriate for hiking and outdoor movement throughout camp. Closed toe water shoes should be used during creek walks and water based activities.

Campers should be prepared for environmental conditions including sun exposure and insects by using sunscreen and insect repellent as needed.

Lifeguards are always on duty at the pool. Campers must follow all posted pool safety rules including: - No running on pool decks - No diving from the side of the pool - No backward jumps or flips - No breath holding games - Listening to all lifeguard instructions

Outdoor activities may include exposure to grassy or wooded environments where insects such as chiggers may be present. Wearing protective clothing and using insect repellent can reduce risk of bites.



## Emergency Procedures

Grizzly Day Camp operates rain or shine whenever conditions permit safe operation.

In the event of lightning or thunder within five miles, all participants will immediately proceed to the nearest shelter location and remain sheltered until thirty minutes have passed without additional lightning or thunder.

In the event of severe weather including high winds or tornado warnings, campers will shelter in designated severe weather rated buildings on property until conditions are declared safe by camp leadership.

If flooding or flash flood risk is identified, staff will relocate all groups to higher ground shelter locations and will not allow travel through flooded pathways.

Emergency drills including shelter procedures are conducted on the first day of camp.

## Camp Schedule

Each day at Grizzly Day Camp follows a rotation schedule through the following activity areas: - STEM - Scoutcraft - Crafts - Nature - Games - Swimming Pool - Shooting Sports Wednesday may include special program rotations such as Mud Cave or themed activity blocks. Friday concludes with Campfire programming and family pick up. Closing flags and announcements begin at approximately 3:15 PM with departure by 4:00 PM.

A detailed rotation schedule may be released prior to the start of the week based on final registration numbers. Included here is a general camp schedule to demonstrate how campers move through camp.

	9:00-9:10 10 min.	9:15-9:50 35 min.	10:00-10:35 35 min.	10:45-11:20 35 min.	11:20-12:05 45 min.	12:10-1:10 1 hour	1:20-2:05 45 min.	2:15-2:50 35 min.	3:00-3:35 35 min.	3:45-4:00 15 min.
<b>DEN 1</b>	Opening	STEM	GAMES	CRAFTS	POOL	Lunch	SHOOTING	NATURE	SCOUTCRAFT	Closing Flags
<b>DEN 2</b>	Opening	GAMES	CRAFTS	SHOOTING	POOL	Lunch	NATURE	SCOUTCRAFT	STEM	Closing Flags
<b>DEN 3</b>	Opening	CRAFTS	SHOOTING	NATURE	POOL	Lunch	SCOUTCRAFT	STEM	GAMES	Closing Flags
<b>DEN 4</b>	Opening	SHOOTING	NATURE	SCOUTCRAFT	STEM	Lunch	POOL	GAMES	CRAFTS	Closing Flags
<b>DEN 5</b>	Opening	NATURE	SCOUTCRAFT	STEM	GAMES	Lunch	POOL	CRAFTS	SHOOTING	Closing Flags
<b>DEN 6</b>	Opening	SCOUTCRAFT	STEM	GAMES	CRAFTS	Lunch	POOL	SHOOTING	NATURE	Closing Flags



## Advancement Opportunities

During Camp Carnival: The Greatest Week on Earth week, campers may complete or partially complete requirements related to rank specific Adventures and Electives in areas such as: - Shooting Sports - Nature - Aquatics - Outdoor Skills - STEM and Design - Team Building

A detailed advancement report for this week will be distributed following the conclusion of camp. Below you will find a program plan for the proposed electives and adventures for this week.

TIGER:	WOLF:	BEAR:
<p>o <b>Monday:</b>                      Stories in Shapes — Req 1                      Stories in Shapes — Req 4                      Team Tiger — Req 1                      Team Tiger — Req 3                      My Tiger Jungle — Req 1                      My Tiger Jungle — Req 2                      Games Tigers Play — Req 1                      Archery — Req 1-7</p>	<p>o <b>Monday:</b>                      Council Fire — Req 1                      Archery — Req 1-7</p>	<p>o <b>Monday:</b>                      Make It Move — Req 2                      Fur, Feathers, and Ferns — Req 1                      Bear Necessities — Req 4                      Archery — Req 1-7</p>
<p>o <b>Tuesday:</b>                      BB Guns — Req 1-8</p>	<p>o <b>Tuesday:</b>                      Motor Away — Req 1                      Motor Away — Req 3                      Council Fire — Req 2                      Running With the Pack — Req 1                      BB Guns — Req 1-8</p>	<p>o <b>Tuesday:</b>                      Make It Move — Req 2                      Fur, Feathers, and Ferns — Req 3                      Baloo the Builder — Req 2                      Bear Necessities — Req 1                      BB Guns — Req 1-8</p>
<p>o <b>Wednesday:</b>                      Slingshots (counts toward shooting sports elective where applicable). Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Wednesday:</b>                      Motor Away — Req 2                      Call of the Wild — Req 3                      Running With the Pack — Req 2</p>	<p>o <b>Wednesday:</b>                      Make It Move — Req 1                      Baloo the Builder — Req 1</p>
<p>o <b>Thursday:</b>                      Trick Shot Course (continues shooting sports requirements) Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Thursday:</b>                      Call of the Wild — Req 5</p>	<p>o <b>Thursday:</b>                      Baloo the Builder — Req 3                      Paws for Action — Req 1</p>
<p>o <b>Friday:</b>                      Range Carnival (completes remaining shooting sports requirements) Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Friday:</b>                      Call of the Wild — Req 5</p>	<p>o <b>Friday:</b>                      Make It Move — Req 3                      Paws for Action — Req 3</p>



WEBELOS:	AOL:	STEM Novas:
<p>o <b>Monday:</b> Archery — Req 1–7 Castaway — Req 1</p>	<p>o <b>Monday:</b> Outdoor Adventurer — Req 4 Archery — Req 1–7</p>	<p>o <b>Monday:</b> Stories in Shapes — Req 1 Stories in Shapes — Req 4 Make It Move — Req 2</p>
<p>o <b>Tuesday:</b> Engineer — Req 1 Engineer — Req 2 Into the Wild — Req 1 Castaway — Req 2 BB Guns — Req 1–8</p>	<p>o <b>Tuesday:</b> Engineer — Req 1 Engineer — Req 2 Into the Wild — Req 1 Outdoor Adventurer — Req 4 BB Guns — Req 1–8</p>	<p>o <b>Tuesday:</b> Motor Away — Req 1 Motor Away — Req 3 Make It Move — Req 2 Engineer — Req 1 Engineer — Req 2</p>
<p>o <b>Wednesday:</b> Engineer — Req 3 Build It — Req 1 Castaway — Req 3</p>	<p>o <b>Wednesday:</b> Engineer — Req 3</p>	<p>o <b>Wednesday:</b> Motor Away — Req 2 Make It Move — Req 1 Engineer — Req 3</p>
<p>o <b>Thursday:</b> Engineer — Req 4 Into the Wild — Req 4 Build It — Req 2</p>	<p>o <b>Thursday:</b> Engineer — Req 4 Into the Wild — Req 4</p>	<p>o <b>Thursday:</b> Stories in Shapes — Req 1 Engineer — Req 4</p>
<p>o <b>Friday:</b> Engineer — Req 4 Build It — Req 3</p>	<p>o <b>Friday:</b> Outdoor Adventurer — Req 1</p>	<p>o <b>Friday:</b> Make It Move — Req 3 Engineer — Req 4</p>

## Parent Participation

- **Tigers (1<sup>st</sup> grade):** Scouts entering first grade this fall are called Tigers, and Tigers are required to have an *adult partner* at all Scouting activities including Grizzly Day Camp.
- **Everyone Else:** Camp staff provide the supervision! Parents and Cub Scout leaders are welcome and encouraged to attend with their Scouts at any time on any day, but it's not required. Campers are assigned to Dens and a camp staff member serves as their "walk-around" staff, helping guide activities and support the campers.

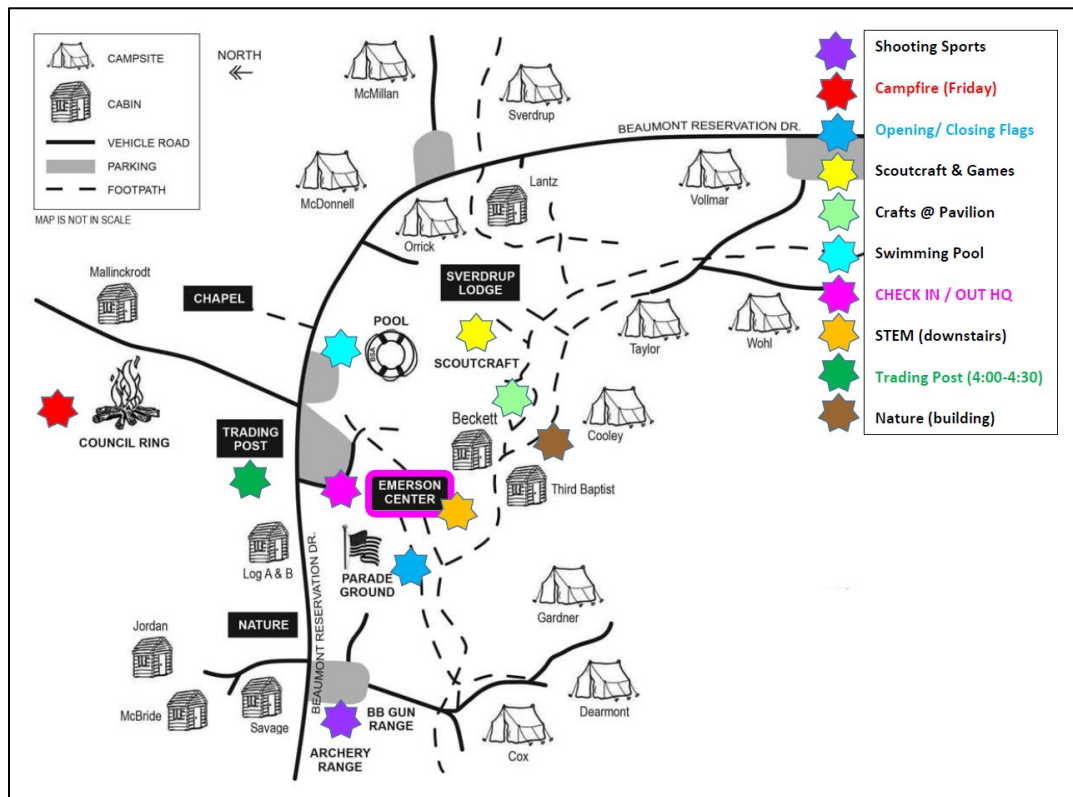


- Camp Staff:** Camp Grizzly is made possible by a small group of camp staffers. Some are in charge of program areas and others serve as "walk-around" camp counselors, assigned to supervise a group of Scouts, helping them navigate the camp, guiding activity participation, and supporting needs that arise. If you're hired to lead a program area for a week, your Cub Scout child(ren) can attend at a 50% discount. If you're interested in helping out on staff, please email [help@stlbsa.org](mailto:help@stlbsa.org).

## Camp Map

Camp activities for this week will take place at Beaumont Scout Reservation at Camp May's Emerson building and surrounding program areas. Camp May is located in the middle of the property, just past the large climbing tower on the left side of the main road. Emerson is the only large building with a rock front and long porch with rockers and it overlooks the flags on the parade field.

A detailed site map for this week's location is included here for parent reference. Activity areas may include the swimming pool, shooting sports ranges, nature building, STEM classroom, craft pavilion, trading post, parade grounds, and check in headquarters.



## Communication

Camp updates including weather related delays or schedule adjustments will be communicated through the Grizzly Remind system. Each week of camp has a designated Remind channel. Families should ensure they are enrolled in the correct channel for Camp Carnival: The Greatest Week on Earth week prior to Monday. Remind is used for informational announcements only and a link for your camper's specific week will be shared via email prior to the start of the week.

## Parent Pick Up

At drop off each day, parents will receive a Parent Pick Up Slip which must be presented at check out. A photo of the slip may be transferred to another authorized adult if needed for pick up. Early pick up may be arranged by reporting to the Emerson building main office. Late pick up between 4:00 PM and 6:00 PM is available for campers registered for After Care which can be done when you register your camper online. If you wish to add on Before or After Care for a camper, please reach out via email to [help@stlbsa.org](mailto:help@stlbsa.org).

## Camp Dates and Themes

- **July 6-10: Wild World Builders**
  - Get ready to build the world of your dreams! Whether it's crafting amazing structures from natural materials, designing your own cities, or building with blocks and bricks, this week is all about creativity, engineering, and imagination. Think architecture meets adventure!
- **July 13-17: Around the World in 5 Days**
  - Pack your adventure passport! Each day, journey to a new country and explore its wildlife, games, food, and traditions. From the savannas of Africa to the peaks of the Himalayas, this globe-trotting week celebrates the many cultures that make our world extraordinary.
- **July 20-24: Mission Impossible / Camp Spy Academy**
  - Welcome to the world of secret codes, stealth missions, and epic escape plans. Learn how to crack ciphers, build gadgets, solve clues, and complete daring team challenges in this high-energy week at Spy School. Are you ready for the mission?
- **July 27-31: Camp Carnival / The Greatest Week on Earth**
  - It's time to celebrate! Bring the fun of the fair to Grizzly with games, color, music, laughter, and surprises at every turn. From wacky relay races to silly science and circus-style stunts, every day is packed with joy and wonder.
- **August 3-7: Mythical Beasts and Legendary Lands**
  - Enter a realm of dragons, unicorns, sea serpents, and griffins. Journey through enchanted forests, magical mountains, and hidden realms where mythical beasts come to life. Create your own creature, design its habitat, and embark on a fantasy-filled quest.

