



MINSI TRAILS S.T.E.M. CAMP

Explore your future. Explore your world.

Minsi Trails Council is proud to continue **STEM Camp**, an exciting summer camp experience for Scouts hosted at Camp Minsi. This special 4-day program provides in-depth and hands-on experiences to help participants explore careers, trade skills, scientific fields, and technology – all while having fun in a great camp environment.

Participants will have opportunities to work on earning a variety of BSA skill awards and advancements – including merit badges, STEM Nova awards, and more! Experts and knowledgeable professionals in each field of study will help guide participants as they explore a variety of careers and subjects.

Participants attending individually (or with a buddy) will join a fully-staffed provisional patrol for the week, living and learning alongside youth with shared interests.

Sunday, June 29, 2025 to Wednesday, July 2, 2025

2024 Resident Camper Fee: \$350 per participant (if registered before June 1st)

2024 Day Camper Fee: \$275 per participant (if registered before June 1st)

PREPARE FOR DISCOVERY

Who can participate?	The Minsi Trails Council STEM Camp program is open to any registered Scout, Venturer or Explorer (boys and girls ages 10 to 20).
Do Scouts attend with their troop/crew/post or as individuals?	This program is designed for Scouts to register and attend as individuals (although they can sign-up with a buddy or two from their home unit). Participants will be placed into a fully-staffed provisional patrol for the week, living and learning alongside other youth with shared interests.
Where will I be staying?	Participants will be staying in our summer camp campsites. Each site is equipped with standard BSA canvas tents on raised wooden platforms. Tents hold two cots. Each site also includes a comfort station with private latrine facilities and running water.
What should I bring to camp?	Any good Scout should "be prepared" and bring the necessary items when they go camping. A suggested list of things to bring to STEM Camp can be found on Page 2 of this guide. An Annual BSA Medical Form (Parts A, B, and C) will also be need upon you arrival at camp.
Are there additional costs for any of the activities?	No, all of the program expenses and supplies are built-in to the camp fees for this specialty camp. However participants may want to bring some extra spending money for souvenirs and treats at the camp trading post throughout the week.
Are there prerequisite requirements for any of the merit badges?	Yes! Please see the prerequisites listed in this guide, and check campminsi.org before your arrival for any changes or updates. Scouts will receive an electronic blue card for each badge. Please make sure your registration information is accurate and discuss badges you will take with your Scoutmaster.
Aside from merit badges, what other awards can I earn?	Working with the STEM Camp staff at our special evening workshops, Scout will be able to complete one of the BSA's Nova awards and begin on the path towards earning the Boy Scouts of America's prestigious Supernova Award.
Can I attend as a day camper?	Yes, a day camp option is available. Scouts should arrive on Monday, Tuesday and Wednesday at 8:45am and should be picked-up at 5:00PM when merit badge instruction is completed. Lunch is included. Scouts doing the day camp option will not participate in the evening Nova workshops.

SELECT A FOCUS EACH DAY...

MONDAY MERIT BADGES

(Select One Badge/Set)



Chemistry



Game Design



Plumbing



Veterinary Medicine



Metalwork (14 & Older)



Environmental Science

TUESDAY MERIT BADGES

(Select One Badge/Set)



Automotive Maintenance



Nuclear Science



Art & Music



Fish and Wildlife Management & Fishing



Rifle Shooting



First Aid & Fire Safety

WEDNESDAY MERIT BADGES

(Select One Badge/Set)



Nature



Railroading



Welding (14 & Older)



Search and Rescue



Dentistry



Robotics

Check-In:

Scouts staying overnight should arrive at Camp Minsi between 3PM and 4PM on Sunday. You can drive your Scout's gear to the dining hall for check-in. All participants must turn in a completed BSA Annual Health and Medical Record (parts A, B and C). Scouts will then be led to their campsite to unload gear and get settled into a tent. Day Campers can check-in at the Dining Hall on Monday morning at 8:30 am.

Check-Out:

The STEM Camp program concludes on Wednesday with our closing ceremonies in the Parade Field at 5:45PM, followed by dinner in the dining hall. Parents and families coming to pick-up their Scouts are invited to attend the closing ceremonies and dinner, but please pay for dinner at check-in (\$12/person). Scouts can check-out and depart between 6:30PM and 7:30PM on Wednesday evening. Blue Cards are on Black Pug.

Questions?

Contact us at campminsi@minsitrails.org.

Suggested Personal Gear for STEM Camp

Scout Uniform
Extra shirts
Extra shorts
Socks
Underwear
Rain gear
Sleepwear

Warm sweatshirt or jacket
Long Pants
Towels
Toothbrush and toothpaste
Soap and shampoo
Sunscreen
Sleeping bag

Blanket
Pillow
Notebook
Pens/Pencils
Flashlight
Water bottle
Watch



	SUNDAY	MONDAY	TUESDAY	WEDNESDAY
7:00AM				
		Colors		
8:00AM		Breakfast		
		Monday Merit Badge Sessions	Tuesday Merit Badge Sessions	Wednesday Merit Badge Sessions
9:00AM				
10:00AM				
11:00AM				
12:00PM		Lunch		
1:00PM				
2:00PM		Merit Badges Sessions Continue	Merit Badges Sessions Continue	Merit Badges Sessions Continue
3:00PM				
4:00PM		Check In and Arrival		
5:00PM	Ice Breakers and Camp Orientation			
	Colors			
6:00PM	Dinner			
				Check Out and Departure
7:00PM	Opening Campfire	STEM Nova Award Workshops	Nova Movie Night	
8:00PM				
9:00PM				
	Taps			
10:00PM				

www.campminsi.org/STEM

CAMP MINSI MERIT BADGE PREREQUISITES 2025

Merit Badge	Prerequisites
Art	None
Automotive Maintenance	11
Chemistry	None
Dentistry	3 (bring note); 4c (bring records)
Environmental Science	6, 7 (describe in writing)
Fire Safety	5d, 5e, 5g, 10 (Describe in Writing)
First Aid	2b (bring the personal kit)
Fish and Wildlife Management	5 (bring records)
Fishing	None
Game Design	None
Metalwork	Must be 14 or older, and wear long sturdy pants & shoes
Music	3 (must do two of the options)
Nature	Describe 6 in writing
Plumbing	None
Railroading	None
Rifle Shooting	None
Robotics	None
Search and Rescue	None
Veterinary Medicine	6 (Choose one and describe in writing)
Welding	Must be 14 or older, and wear long sturdy pants & shoes



Connect and Get Additional Resources at:

www.campminsi.org/STEM

