



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL



Camp May

Beaumont Scout Reservation

Boy Scout STEM Camp Manual

July 24 – July 30, 2016



Name: _____
Unit: _____
Campsite: _____

Prepared. For Life.™

Attendees Checklist

Prior to Camp

- Register online using the link at <http://stem.stlbsa.org>
- After receiving an email from the Program Director, confirm the registration information and make merit badge/Nova activity selections.
- Complete the merit badge/Nova activity pre-requisites.
- Complete the Annual Health and Medical Record – Parts A, B and C. This requires a physician's signature!
- Complete the Medical Permission Form. This allows the camp staff to dispense over-the-counter and prescription medications.
- 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.
- Out of Greater St. Louis Area Council participants: Bring tour plan and proof of insurance.

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.

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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Section 1 • STEM Summer Camp Program

This week will be an extraordinary experience for Boy 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!

Who's Who at Camp

Core Staff

Jay Byington	STEM Camp Director
Ed Samuels	STEM Program Director
Lisa Balbes, Ph.D.	GSLAC Chair, Boy Scout STEM Initiatives
Tom Kroenung	GSLAC STEM Director
Grace Niswander	GSLAC STEM Executive

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 his provisional troop, as well as the success of the troop as a whole.

Counselors – Merit Badge and NOVA Activities

Every NOVA Activity 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.

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 11:00 p.m. Everyone must be on the campsites at 10:30 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.
- While this is a Boy Scout Summer Camp, 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 3:00 p.m. to 5:30 p.m. Contests will be held in each of these areas to determine the best marksmen in camp. Awards for the winners will be presented during the Closing Campfire.
- **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.
- **Flag Retirement Ceremony:** A flag retirement ceremony is planned for one evening during the week. 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 his 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 Learners, Beginners, or Swimmers according to the following criteria:

- **Learners** – No test
- **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.

Adult Training

NOVA Counselor and Supernova Mentor Training – Date and times to be posted.

Teaching Science to Scouts Best Practices – Date and time to be posted.

Section 2 • 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 Boy Scout program and are meant to complement regular rank advancement. For more information on the Nova and Supernova award program, please read the *Boy Scout Nova Awards Guidebook* or 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 activity 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 activities. Unless a scout has already earned all four Nova awards, he will be scheduled for at least one Nova activity, 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 activities 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 activities. 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 activity 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 activity (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.

Remember: Camp is not a merit badge mill! There are plenty of additional activities during the afternoon (when merit badges and Nova activities 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 Activities

Nova - Designed to Crunch!

Prerequisites: 1 – view or read 3 hours of material regarding topics in mathematics, complete and turn in Viewing/Reading log

Offered: 2013, 2014, 2015

Nova - Shoot!

Prerequisites: 1 – view or read 3 hours of material regarding topics in science, complete and turn in Viewing/Reading log; 4

Offered: 2013, 2014, 2015

Nova - Start Your Engines!

Prerequisites: 1 – view or read 3 hours of material regarding topics in technology, complete and turn in Viewing/Reading log

Offered: 2013, 2014, 2015

Nova - Whoosh!

Prerequisites: 1 – view or read 3 hours of material regarding topics in engineering, complete and turn in Viewing/Reading log; 4

Offered: 2013, 2014, 2015

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, 2014, 2015



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 scouting.org or usscouts.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.



American Business

Nova: Designed to Crunch

Prerequisites: 2a, 3, 5, 6

Offered: 2013, 2015



Architecture

Supernova

Prerequisites: 1

Offered: 2013, 2014, 2015



Animal Science

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, 2014, 2015



Astronomy

Nova: Shoot; Supernova

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

Offered: 2013, 2014, 2015



Archaeology

Supernova

Prerequisites: 4, 5 (have presentation ready)

Offered: 2014, 2015



Athletics

Nova: Shoot

Prerequisites: 5

Offered: 2015



Archery

Nova: Shoot, Whoosh

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

Offered: 2014, 2015



Automotive Maintenance

Nova: Start Your Engines; Supernova

Prerequisites: TBD

Offered: N/A



Aviation

Nova: Shoot, Start Your Engines, Whoosh; Supernova

Prerequisites: 4

Offered: 2013, 2014, 2015



Bird Study

Supernova

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

Offered: 2013, 2014, 2015



Canoeing

Nova: Start Your Engines

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

Offered: N/A



Chemistry

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, 2014, 2015



Composite Materials

Nova: Whoosh; Supernova

Prerequisites: TBD

Offered: 2014, 2015



Computers

Nova: Designed to Crunch; Supernova

Discontinued in 2014

Prerequisites: 9

Offered: 2013, 2014



Cycling

Nova: Start Your Engines

Prerequisites: TBD

Offered: N/A



Dentistry

Supernova

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

Offered: 2013, 2015



Digital Technology

Nova: Designed to Crunch; Supernova

Prerequisites: 1, 6

Offered: 2015



Drafting

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

Prerequisites: TBD

Offered: 2015



Electricity

Nova: Start Your Engines; Supernova

Prerequisites: 2, 8, 9a (read meter on two different days), study the electrical terms and definitions in the merit badge pamphlet

Offered: 2013, 2014, 2015



Electronics

Nova: Whoosh; Supernova

Prerequisites: none

Offered: 2013, 2014, 2015



Energy

Nova: Start Your Engines; Supernova

Prerequisites: 1, 4, 6

Offered: 2014



Engineering

Nova: Whoosh; Supernova

Prerequisites: none

Offered: 2013, 2014, 2015



Entrepreneurship

Nova: Designed to Crunch

Prerequisites: TBD

Offered: N/A



Environmental Science

Supernova

Prerequisites: 4, 5

Offered: 2014, 2015



Farm Mechanics

Nova: Start Your Engines; Supernova

Prerequisites: TBD

Offered: N/A



Fish and Wildlife Management

Supernova

Prerequisites: none

Offered: 2014, 2015



Forestry

Supernova

Prerequisites: field book described in requirement 1

Offered: N/A



Game Design

Nova: Shoot; SuperNova

Prerequisites: 5, 6, 7

Offered: 2015



Gardening

Supernova

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

Offered: 2015



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, 2014, 2015



Geology

Supernova

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

Offered: 2013, 2014, 2015



Insect Study

Supernova

Prerequisites: review merit badge pamphlet, 7, 8

Offered: 2013, 2014



Inventing

Nova: Whoosh; Supernova

Prerequisites: 3c, 5, 6, 7, 8a or 8b

Offered: 2013, 2014



Kayaking

Nova: Start Your Engines

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

Offered: N/A



Mammal Study

Supernova

Prerequisites: TBD

Offered: N/A



Medicine

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), 7a, 10, read the merit badge pamphlet and fill out the worksheet.

Offered: 2014, 2015



Model Design and Building

Nova: Whoosh

Prerequisites: TBD

Offered: N/A



Motorboating

Nova: Start Your Engines

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

Offered: N/A



Nature

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, 2014



Nuclear Science

Nova: Start Your Engines; Supernova

Prerequisites: 3b, 7, 8

Offered: 2013, 2014, 2015



Oceanography

Supernova

Prerequisites: 4, 7, 8

Offered: 2013, 2014, 2015



Orienteering

Nova: Designed to Crunch

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

Offered: 2013, 2014



Personal Management

Nova: Designed to Crunch

This is a two day course.

Prerequisites: 2a, 8

Offered: 2014, 2015



Plant Science

Supernova

Prerequisites: 7 – 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



Programming

Nova: Start Your Engines; Supernova

This is a two day course.

Prerequisites: 1a - CyberChip

Offered: 2015



Pulp and Paper

Supernova

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

Offered: N/A



Radio

Nova: Designed to Crunch; Supernova

Prerequisites: TBD

Offered: 2015



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, 2014, 2015



Reptile and Amphibian Study

Supernova

Prerequisites: 8

Offered: 2013, 2014, 2015



Rifle Shooting

Nova: Shoot, Whoosh

Prerequisites: 1

Offered: 2014, 2015



Robotics

Nova: 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, 2014, 2015



Scholarship

Supernova

Prerequisites: 1, 3 (bring proof)

Offered: 2013, 2014, 2015



Scuba Diving

Supernova

Prerequisites: 2, 4

Offered: N/A



Shotgun Shooting

Nova: Shoot, Whoosh

Prerequisites: 1, \$40 fee required

Offered: 2014, 2015



Truck Transportation

Nova: Start Your Engines

Prerequisites: 1, 2ab, 3

Offered: 2015



Small Boat Sailing

Nova: Start Your Engines

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

Offered: N/A



Veterinary Medicine

Supernova

Prerequisites: 6

Offered: 2014, 2015



Soil and Water Conservation

Supernova

Prerequisites: 4a, 7e

Offered: 2015



Weather

Nova: Designed to Crunch, Shoot; Supernova

Prerequisites: 3, 6 (9a will be completed in camp)

Offered: 2013, 2014, 2015



Space Exploration

Nova: Shoot, Start Your Engines; Supernova

Prerequisites: 2, 5bc, 7

Offered: 2013, 2014, 2015



Welding

Supernova

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

Offered: 2013, 2014, 2015



Surveying

Nova: Designed to Crunch; Supernova

Prerequisites: 6, 8, compass, pencil, paper, ruler

Offered: N/A

Section 3 · 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 and is filled before starting a new table – so more than one troop may sit at the same table.

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

Occasionally, a camper may have varying dietary needs for religious or health reasons. Campers with these needs may bring supplemental food to replace those they cannot eat.

USDA Summer Milk Program

Greater St. Louis Area Council-BSA camps participate in the USDA Summer Milk Program and the USDA Surplus Commodities Program through the Missouri Division of Family Service.

Program benefits and services are available to all children without regard to race, color, sex, handicap, age, or national origin. Any individual experiencing discrimination should write immediately to the Secretary of Agriculture, Washington DC, 20250.

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 4 • General Information

All Boy 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://stem.stlbsa.org> – follow the menu link to STEM at Summer Camp, and then select the link within Boy Scouting. A non-refundable reservation fee of \$10 will be charged per scout. Total fee is \$270 and must be paid by June 1 (\$285 after June 1).

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 regular Boy Scout Summer Camp at S-F Ranch or Venturing Camp and get a SECOND week at \$170 (a \$100 savings). Or get \$50 off if you spend a week at another council's camp or on a high-adventure base.

Leaders

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 years old
- 21 to 30 scouts in camp – three leaders free, two of whom may be 18 years old

Fee for additional leaders in camp is \$90 to cover food and T-shirt costs.

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.

All adult leaders must register online. Those that are not registered may need to make other accommodations for meals.

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; however, two additional items are required upon arrival:

- Tour Plan
- Proof of troop accident and sickness insurance

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.

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 completed 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 he is feeling ill within three days prior to his 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 leader or 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. Ask if there are 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.

Equipment

All equipment needed for camping is provided at no additional cost. Equipment includes the following items: 9'x7' 2-man canvas wall tents, cots, floorboards, picnic tables and dining flies. Campsites are equipped with latrine, washstand, shower and flagpole. 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 allowed for the scouts. Adults may bring their own tents; however, it is recommended that everyone use the equipment supplied by the 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 cots 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 and in 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 will cost \$5 per 10 shots – payable in the office in Emerson Center; bring receipt to the shotgun range.

Recommended Personal Equipment (required items marked with *)

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

Notes:

- 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.
- Items prohibited are firearms and ammunition, fireworks, alcoholic beverages, non-prescription drugs or tobacco products.
- Camper 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.
- Insect repellent should be a lotion-type, as bug spray removes the waterproofing from canvas tents.
- A Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.

Leadership

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 tent by himself.

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.

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.
- 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.
- Shoes, boots, sandals or appropriate footwear should be worn at all times while walking around camp.
- 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.

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 and/or district executive 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 bigger problems to occur 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 10:30 p.m. An adult leader or camp staff member must accompany any scout who needs to be away from his campsite after 10:30 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.

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.

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.

Vehicles in Camp

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.

Section 5 · About This 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.

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 (i.e. Shotgun Shooting merit badge fee)
- Annual Health and Medical Form
- Medical Permission Form
- 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 activity
- Youth Protection Certificate – for adult leaders
- Trip Plan and Proof of Troop Accident and Sickness Insurance – for those outside of council

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, complete dining hall orientation, and complete a Shooting Sports Safety Course (not necessarily in that order). Finally, the troop can relax before preparing for the evening retreat and dinner.

Check-Out

Check-out is on Saturday morning. Please do not arrive to pick up your scout(s) before 9:00 a.m. Final check-out may occur as late as 11:00 a.m. 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, provisional troop roster, list of merit badge counselors and Supernova mentors, any other materials included by the camp staff, and any remaining medications.

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 attentions of the check-out staff in the Emerson Center.

No scout will be allowed to leave until their provisional Scoutmaster has reported that their campsite has been cleared for departure.

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 activity 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 and at the camp office.

The 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. The correct mailing address is:

Scout’s Name, Troop No. _____
Campsite: _____ at Camp May
Beaumont Scout Reservation
6420 Beaumont Reservation Dr.
High Ridge, MO 63049

Note: Campsites will be assigned during check-in.

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 sons 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 / Shooting Sports Safety Course
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
10:30 pm All Scouts in Campsites
11:00 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 Activity Morning Session
12:15 pm Assemble at Parade Field
12:30 pm Lunch
1:15 pm Merit Badge / NOVA Activity 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: Game Night / Evening Activities
 Wednesday: Scout's Own Service / Flag Retirement Ceremony / Evening Activities
 Thursday: Evening Activities
 Friday: Closing Campfire / Movie / Evening Activities
10:30 pm All Scouts in Campsites
11:00 pm Lights Out

Saturday

7:00 am Reveille
7:45 am Flag Raising
8:00 am Breakfast
8:45 am Leader's Meeting
9:00 am Break Camp / Clean Up Campsite
10:00 am Check-Out (as soon as troop is dismissed by Camp May staff and provisional Scoutmaster)
11:00 am Camp Closed

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 son'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 son. 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.) _____

He is in good physical condition at the present time. He 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 to my son. 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 son 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

Camp: _____ Date _____, _____

Scout's Name _____ Unit No. _____

Date entered camp: _____ Date left camp: _____

Reason for leaving:

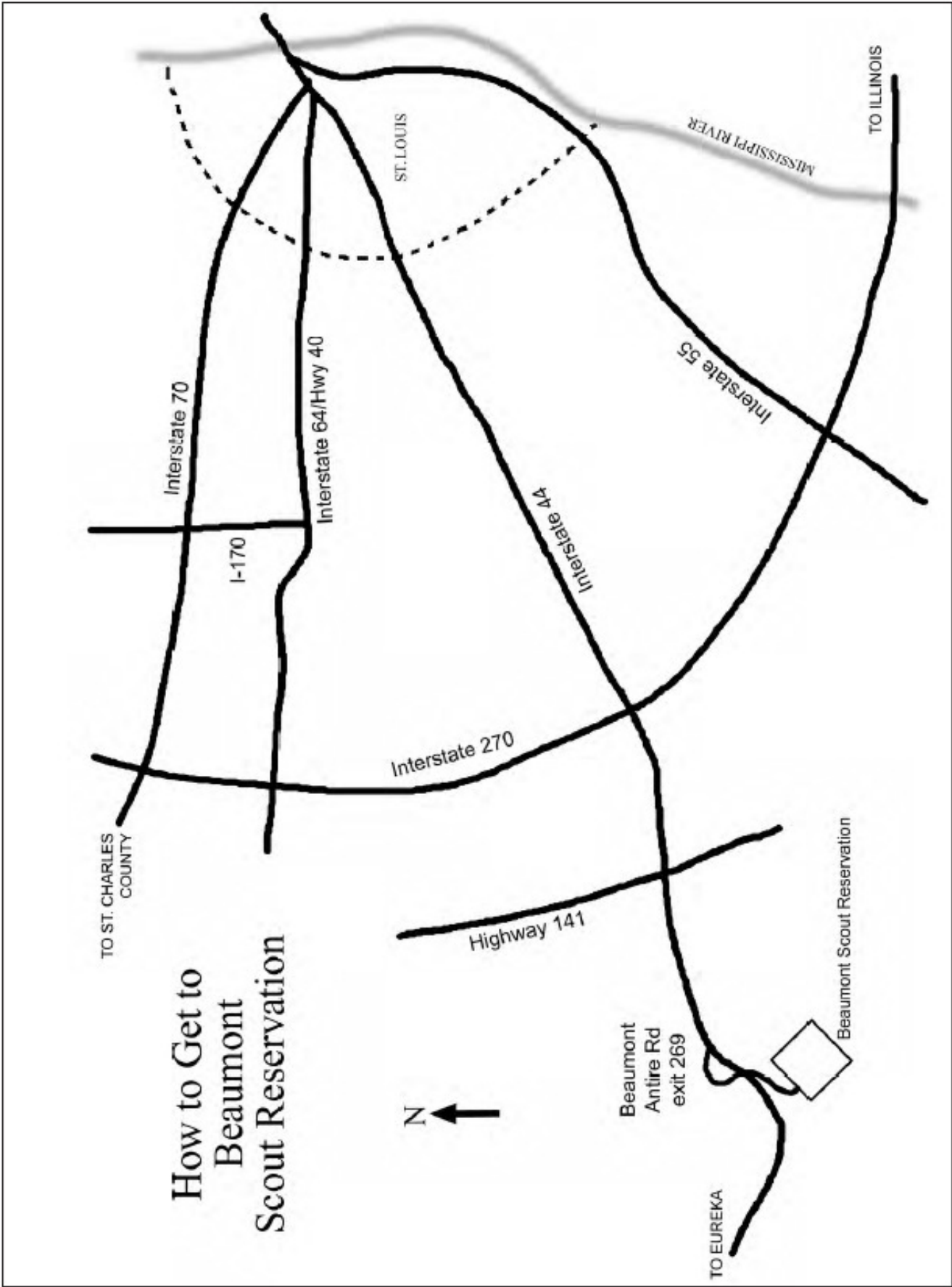
Were parents notified?

Who provided transportation?

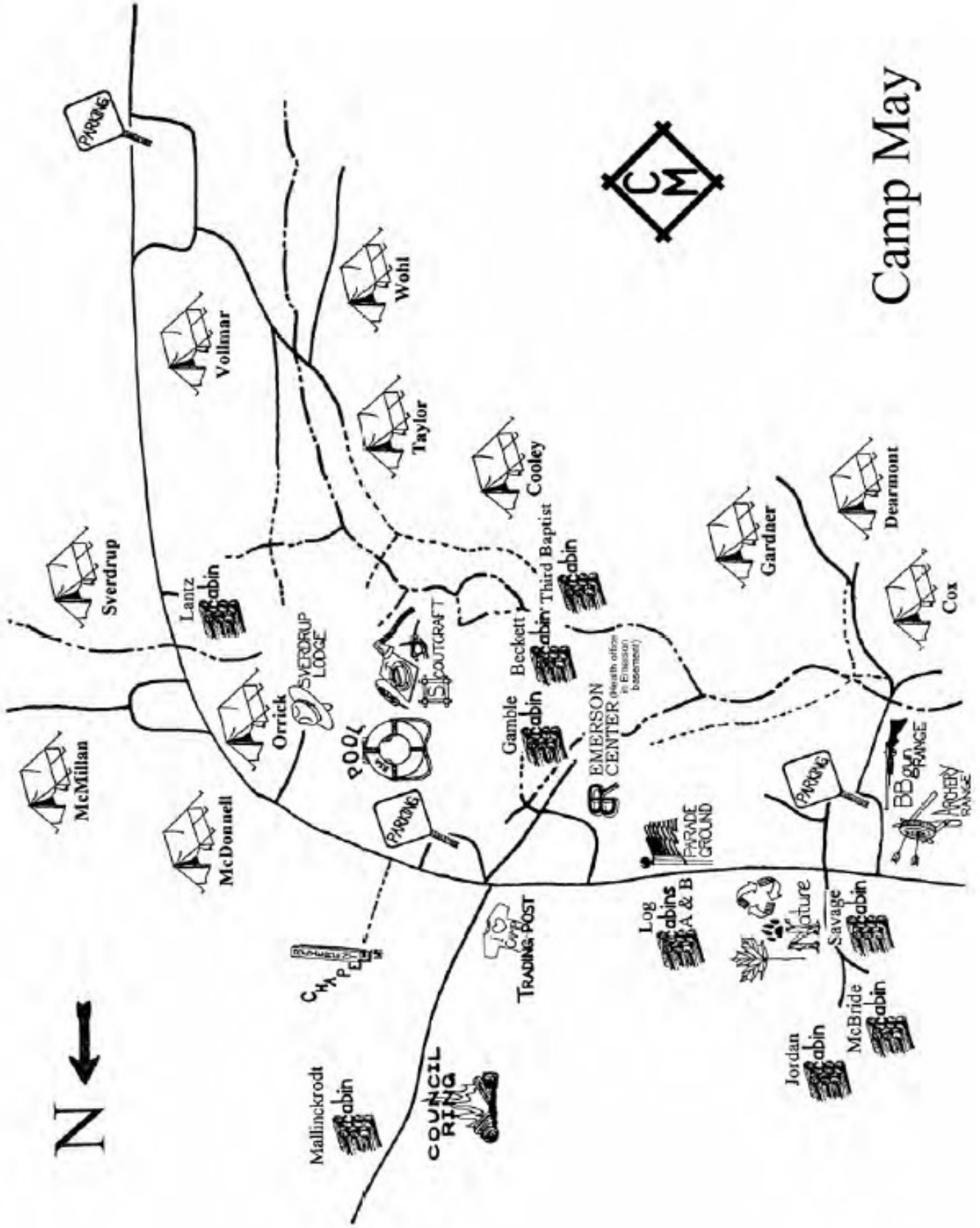
Is this Scout's return to camp during the camping period contemplated?

Approved: _____
Leader _____ Camp Director _____

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



N



Camp May

Camps of the Greater St. Louis Area Council



Beaumont Scout Reservation
High Ridge, Mo.



Camp May at
Beaumont Scout Reservation



Nagel Base at
Beaumont Scout Reservation



Camp Lewallen
Silva, Mo.



Pine Ridge Scout Camp
Makanda, Ill.



S bar F Scout Ranch
Knob Lick, Mo.



Swift Base at
S bar F Scout Ranch



Camp Famous Eagle at
S bar F Scout Ranch



Camp Gamble at
S bar F Scout Ranch



Camp Sakima at
S bar F Scout Ranch



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