



## Event Information Guide

## 2nd Annual, Even More Incredible, STEM Camp

The Rio Grande Council's STEM Camp is BACK and even more exciting than the first year. June 28 - July 4 is unlike any normal Scout camp. We're keeping the games, the bonus merit badges, the block scheduling (so you can get at least 10 merit badges!), the professional experts teaching, and the nightly free trading post item. Bring home your DIY electronics and rockets, your business plans and plant drawings. Explore our science world at STEM camp and continue your dreams even after you leave.

**Sign up NOW because we're limiting to 50 youth again to ensure the same stellar program as 2025.**

But don't take our word for it...



Staff had as much fun as the campers!



Campers compete to build the tallest spaghetti tower using engineering principles. There was more than one Leaning Tower of Perry!



Objection overruled! Scouts in the model court took on the case of the Cheetos “gift”. The plaintiff argued he had not been paid back for the allegedly delicious bag of Cheetos, but a jury of his peers found the defendant NOT GUILTY!



Lights! Camera!.....Camera!.....Camera!!!! It took a little while but Scouts got the hang of moviemaking with an expert producer from Telemundo.

Quotes

Quotes

Details:

All participants will check-in as **individual Scouts on Sunday, June 28 between 3pm and 5pm at the Fitness Pavilion**. Once checked in, you will be assigned to a patrol; our staff will guide you to your sleeping quarters and help you settle in for the week. You will be staying in your own tent; if tenting with another Scout, you must be within 2 years of age of each other. You will need to bring your own cot/pad and bedding as well as personal gear for the week. Camp Perry has tents and cots for rental. You can find a helpful basic packing list [here](#). You will have an air conditioned camper lounge in a Fitness Center classroom.

Please ensure that all **Annual Health and Medical Record (AHMR)** forms meet the following requirements:

- **Part C** must be signed and dated within one year of the last day of camp by a licensed medical provider.
- **Part A** must include a parent/guardian signature for all youth participants.
- On **Form A**, please verify that all adults authorized to pick up Scouts are listed under “Adults Authorized to Take Youth to and From Events.” Without this written authorization, only the signing parent/guardian or an adult from the registered troop will be allowed to check a Scout out of camp.

**Merit badge registration will run from 3pm - 5pm concurrent with check-in** in the Fitness Pavilion classrooms. There are no extra fees for any particular merit badge, but be advised that some merit badges require transportation (provided) that requires parental consent, and some classes have limited spaces (will be listed on the registration paper.) Merit badge registration is first come, first served.

The evening flag ceremony begins at 6:15pm on the first day, followed by dinner in the dining hall. A welcome evening program will follow.

**General Daily Schedule:**

7:00AM - 7:10AM	Flag
7:15AM - 7:45AM	Breakfast (dining hall)
8:00AM - 12:00PM	Morning Block (Block A)
12:00PM - 1:00PM	Lunch (Dining Hall)
1:00PM - 5:00PM	Afternoon Block (Block B)
5:00PM - 6:00PM	Personal Time
6:15PM - 6:25PM	Evening Flag
6:30PM - 7:00PM	Dinner (Dining Hall)
8:00PM - 10:00PM	Evening Activity (Open Game Play / Free Swim / Study Hall / Open Gym / Mystery Merit Badge)
11:00PM - 6:00AM	Lights Out / Quiet Time

### **Points unique to STEM Camp:**

- Electronics are permitted and encouraged. Bring a charger!
- Extra outlets will be available in the Gamer's Dungeon (Fitness Center Classrooms).
- Since all Scouts are maverick without individual units, best behavior is expected, and Scouts will be held to the highest traditions of the Scout Oath and Law. You will be structured into a troop for the week with staff serving as your Scoutmaster, Assistant Scout Master, and Troop Guides. Staff will ensure 2 deep leadership at all times. The format is much like a National Jamboree contingent.
- Bring your own camping gear and supplies for the week. 3 meals a day are provided in the dining hall.
- Bring your favorite games (electronic, board, sports, etc) to share! (You are responsible for your equipment and games.)
- Most nights will have a movie and games available. Scouts may also choose to create STEM electronic devices as enrichment or take mystery bonus merit badges at night.
- We will reveal the evening's mystery merit badge at Flag each day.
- A free snack is offered every night from the trading post and will be announced at Flag each day.
- Every course has a local expert guest, so please be welcoming and respectful of our guests and show gratitude for their time.
- The week is best described as Merit Badge University for 5 consecutive days. Each block (morning block 8am-noon; afternoon block 1pm-5pm) will have a few options, and Scouts choose 1 option for each block. The same goes for each day of the week. Thus, 3 badges may be offered Monday morning, but Scouts only take 1 badge that morning. A few badges require the entire day; all other badges require just ½ day, some with evening work required to complete.
- Scouts are encouraged to stay indoors during the week. All badges are at least partially taught indoors, and most are entirely indoors. We have sought to minimize time outside during the heat of the day.
- Family night is Friday. Visitors must check in at the office, beginning at 5:30PM. Flag and dinner start at 6:15PM. The deadline to purchase a visitor meal for \$10 is Thursday at noon. Meals are not guaranteed for walk-ins.
- Closing ceremony is at 8:00PM Friday night.