

Scouting America

GREATER ST. LOUIS AREA SCOUTING



MISSION IMPOSSIBLE?

**CAMP**  
**SPY ACADEMY**



2026

*Cub Day Camp*

PROGRAM GUIDE

# Grizzly Day Camp 2026: Week 3: Mission Impossible? Camp Spy Academy

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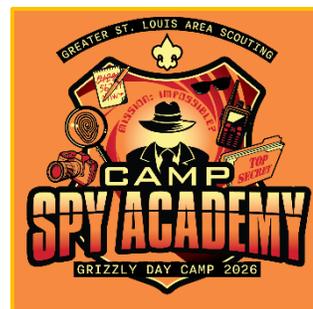
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# Grizzly Day Camp 2026 Program Guide

## Week 3: Mission Impossible? Camp Spy Academy

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### Welcome to Grizzly Day Camp

Welcome to Week Three of Grizzly Day Camp at Beaumont Scout Reservation. We are excited for your Scout to join us for Mission Impossible: Camp Spy Academy, a week filled with mystery, problem solving, teamwork, and adventure.

Throughout this week, campers will step into the role of secret agents as they learn to crack codes, solve clues, build clever gadgets, and complete exciting team missions. Scouts will take part in a variety of engaging activities including shooting sports, swimming, nature exploration, STEM learning, crafts, and Scoutcraft while putting their observation skills, creativity, and teamwork to the test.

Grizzly Day Camp is designed to provide meaningful experiences that support character development, confidence, cooperation, and skill building in a safe and supportive environment. Each day blends adventure with purposeful challenges so that campers enjoy not only an exciting mission filled experience, but also opportunities to grow in independence, leadership, and problem solving.

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### Your Week at Grizzly: Mission Impossible? Camp Spy Academy

During Mission Impossible: Camp Spy Academy week, campers will step into the role of secret agents as they take on exciting missions that challenge their observation, problem solving, and teamwork skills. Throughout the week, campers will learn how to crack secret codes, analyze clues, design simple spy gadgets, and complete stealth inspired challenges while working together to accomplish their missions. Activities may include puzzle solving, logic-based games, hands on STEM challenges, and cooperative team missions that encourage creativity, strategy, and communication.

Special programming may include: Secret code and cipher challenges - Spy gadget building and STEM problem solving - Team mission and clue solving games - Stealth and observation challenges - Creative spy themed crafts - Water and creek exploration.

Some days may include water activities or messy outdoor programming. Campers should be prepared each day with appropriate clothing and 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 3:15 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.

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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 Cub World 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 Mission Impossible? Camp Spy Academy 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            Team Tiger — 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>            Super Science — Req 2            Fur, Feathers, and Ferns — Req 1            Bear Necessities — Req 1            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            Council Fire — Req 2            Call of the Wild — Req 5            Running with the Pack — Req 1            BB Guns — Req 1-8</p>	<p>o <b>Tuesday:</b>            Fur, Feathers, and Ferns — Req 3            BB Guns — Req 1-8</p>
<p>o <b>Wednesday:</b>            Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Wednesday:</b>            Call of the Wild — Req 3            Running with the Pack — Req 2</p>	<p>o <b>Wednesday:</b>            Make It Move — Req 2            Baloo the Builder — Req 2</p>
<p>o <b>Thursday:</b>            Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Thursday:</b>            Motor Away — Req 2</p>	<p>o <b>Thursday:</b>            Baloo the Builder — Req 1            Bear Necessities — Req 4            Paws for Action — Req 1</p>
<p>o <b>Friday:</b>            Any additional accomplishments will be shared after the close of camp</p>	<p>o <b>Friday:</b>            Paws on the Path — Req 3, 5</p>	<p>o <b>Friday:</b>            Make It Move — Req 3            Fur, Feathers, and Ferns — Req 3            Paws for Action — Req 3</p>



WEBELOS:	AOL:	STEM Novas:
<p>o <b>Monday:</b> Archery — Req 1–7</p>	<p>o <b>Monday:</b> Archery — Req 1–7</p>	<p>o <b>Monday:</b> Any STEM Nova elements will be released after close of camp</p>
<p>o <b>Tuesday:</b> Engineer — Req 2, 3 Into the Wild — Req 1 BB Guns — Req 1–8</p>	<p>o <b>Tuesday:</b> Engineer — Req 2, 3 Into the Wild — Req 1 BB Guns — Req 1–8</p>	<p>o <b>Tuesday:</b> Any STEM Nova elements will be released after close of camp</p>
<p>o <b>Wednesday:</b> Engineer — Req 3 Castaway — Req 1 Outdoor Adventurer — Req 4</p>	<p>o <b>Wednesday:</b> Engineer — Req 3 Castaway — Req 1 Outdoor Adventurer — Req 4</p>	<p>o <b>Wednesday:</b> Any STEM Nova elements will be released after close of camp</p>
<p>o <b>Thursday:</b> Engineer — Req 4 Into the Wild — Req 4 Build It — Req 1</p>	<p>o <b>Thursday:</b> Engineer — Req 4 Into the Wild — Req 4 Build It — Req 1</p>	<p>o <b>Thursday:</b> Any STEM Nova elements will be released after close of camp</p>
<p>o <b>Friday:</b> Build It — Req 2, 3</p>	<p>o <b>Friday:</b> ■ Personal Fitness: 3 Build It — Req 2, 3</p>	<p>o <b>Friday:</b> Any STEM Nova elements will be released after close of camp</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.

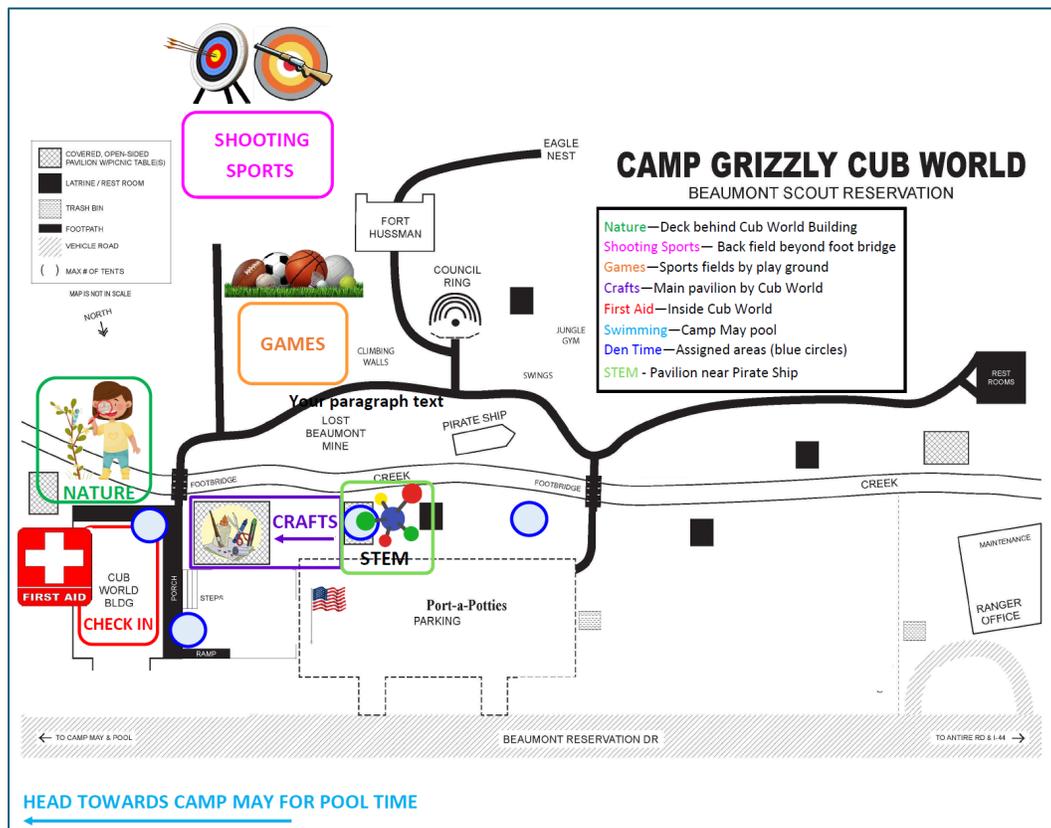


- Camp Staff:** Camp Grizzly is made possible by a small group of camp staffers. Some are in charge of program areas and others serve as "walk-around" camp counselors, assigned to supervise a group of Scouts, helping them navigate the camp, guiding activity participation, and supporting needs that arise. 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 the Cub World building and surrounding program areas. Cub World is located at the front of the property, just past the Rangers station of the main road.

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 Mission Impossible? Camp Spy Academy 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 Cub World 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.

