



STEM ENGINEERING & CONSTRUCTION CAMP

SAME - US Navy, Port Hueneme, CA July 16-22, 2023

Application Deadline: March 15, 2023

The Society of American Military Engineers (SAME) is accepting nominations for 40 qualified high school students interested in attending the US Navy STEM Engineering and Construction Camp. Students will engage in hands-on engineering activities under the mentorship and supervision of SAME professionals, base commands, and other volunteers from the local engineering community. Campers live, eat, and complete activities as squads with uniformed service members and STEM-related working professionals.



WHERE:

Naval Base Ventura County, Port Hueneme, CA

WHEN:

July 16-22, 2023

BASIC APPLICATION CRITERIA:

- Rising Sophomore, Junior or Senior in the Fall of 2023. At least 15 years of age at time of Camp.
- On a track that will provide a basis for attending an accredited engineering college or university (i.e., taking appropriate STEM courses)
- Minimum GPA of 3.2 (not required but highly recommended)
- Demonstrated leadership characteristics through participation in extra-curricular activities, sports, and/or community activities
- Physically fit
- U.S. Citizen
- Able to provide proof of medical insurance

Application Deadline: March 15, 2023 (11:59 PM EST)

COST:

Registration fee for the camp is \$800.00. This includes lodging, meals, materials, instruction, and mentoring. Once selected, campers must submit half the registration fee (\$400) to hold their spot. Sponsorships for the other half of the amount (or more) may be available from SAME Posts. Sponsorships are not absolutely guaranteed and if not sponsored by a Post, the camper could be responsible for all camp fees and transportation.

TO APPLY:

Visit www.same.org/camps. To begin the camp application, you must create an account in Open Water. This is a competitive process and students are selected by the sponsoring Posts.



FOR MORE CAMP INFORMATION, CONTACT: Erin Ingersoll, Camp Registrar, at erini@meetingvisions.net