



LIGHTHOUSE *for the* BLIND

SAINT LOUIS

PROCESS FOR REGISTRATION

1. Fill out the Lighthouse Application for a scholarship to Space Camp.
2. Include **the email address** that you want the registration invitation sent to
3. When complete, email to ayorke@lhbindustries.com
4. The Lighthouse application **MUST BE** submitted to the Lighthouse by August 31, 2026. Register ASAP, as the camp may be full before the deadline.
5. **After the Lighthouse receives completed applications, you will receive an email with a link to complete the online registration. You will complete ALL information at this time, and then registration is complete.**
6. If you do not receive an email with a link to register, please contact Angie Yorke ASAP.
7. You must complete both a Lighthouse for the Blind Scholarship Application and ALL online registration required by Space Camp, or scholarships will not be granted.
8. Lighthouse staff may contact you to discuss any medical diagnosis so we can best serve your child.

HEALTH OR BEHAVIOR ISSUES



IMPORTANT

Space Camp reserves the right to "decamp" a child if they become ill with contagious illness. Students attending will need to prepare to leave the program if illness should occur. **This is non-negotiable and a requirement of Space Camp.** This means that parents/guardians must be prepared to pick their child up as chaperones will not have vehicles. You should not send your child to camp if you cannot pick them up if they become ill. This will also apply for behavior that isn't tolerated at camp. Participants that do not comply with Space Camp requirements will be excluded from future program participation.



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Space Camp is an exciting adventure yet is also an intense and action packed week. Space Camp (SCIVIS) is quite different from a recreational "camp". Campers will occasionally spend hours in lectures and training for missions and other adventures. Days are long and kids need to be able to keep focused for long periods of time. Please see the "Space Camp Programs" list of activities that campers will participate in to consider if your child would be qualified.

The travel demands required of students attending Space Camp involve negotiating a variety of environments. They must travel within the very large Space Camp campus as well as the dorm facility and remain oriented on occasional community excursions. Campers must be able to walk for long distances and long periods of time. While campers typically travel as a group with counselors, chaperones and other students present, each camper is encouraged to be as independent as possible in these settings. If your child uses a cane for any kind of travel, they will be required to travel with their cane at all times while attending Space Camp.

Your child will need to have the necessary independent organization, personal hygiene and social skills to be away from home for one week. They will need enough personal initiative to attempt new challenges and willingness to interact positively with blind and visually impaired peers. There may also be pre-camp activities that require participation.

To be able to attend Space Camp, a camper must be able to complete all tasks listed below

INDEPENDENTLY. Campers should be able to wake up and be prepared to leave the dorm within 45 minutes.

If your child is not independent in these skills, you may want to begin practicing them so he/she will be independent at the time of Space Camp (September). If your child attends camp and does not possess these skills, it may jeopardize their opportunity to attend Space Camp in the following years.

Independent Skills Required to Attend Space Camp:

Clothing

Dress Self: button/zippers

Tie/Velcro shoes

Pack suitcase or assist in packing

Be familiar with own clothes (identification)

Independent use of a lock

Personal Management

Wash & style own hair

Complete Independent showering & hygiene (deodorant)

Complete Independent toileting

Brush teeth

Eye care (prosthetics)

Use of personal supplies (female protection)

Knowledge of medications

Independent Thinking

Choose appropriate clothing (weather, activities)

Pack day bag for outing

Orientation & Mobility

Sighted Guide

Independent Cane Skills

Soliciting help when appropriate

Sleepovers (may need to climb ladder to bunk beds)

Practice packing for overnight

Go to sleep independently

Money Management

Storage of money

Carry a wallet with \$ and ID

Social Skills

Can meet new friends & maintain friendships

Age appropriate behavior when away from parents

Have some interest in sports & academics

Eating

Appropriate use of utensils (knife for cutting)

General social etiquette

Can open packages (condiments, milk cartons)

SPACE CAMP PROGRAMS- Please review each program to determine if your child will be qualified to participate.

SPACE CAMP (Grades 4-6)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 9:30pm
- Must be able to walk 5-10,000 steps per day
- Must listen to 10 hours of history
- Must perform 8 hours of experiments with a team
- Must construct a rocket and launch it
- Must actively participate in astronaut simulators
- Must attend 3 hours of mission training
- Must be able to read (in large print or Braille) scripts
- Must participate in two 2-hour space missions
- Will view I-MAX or 3-D movies

SPACE ACADEMY (Grades 7-9)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 9:30pm
- Must be able to walk 5-10,000 steps per day
- Must listen to 10 hours of history
- Must perform 8 hours of experiments with a team
- Must be able to read (in large print or Braille) scripts
- Must participate in two 2-hour space missions
- Must participate in 14 hours of robotics
- Will view I-MAX or 3-D movies
- Must actively participate in teamwork activities
- Must actively participate in Jet Fighter Simulations
- Must participate in Land Survival activities

ADVANCED SPACE ACADEMY (Grades 10-12)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 10:00pm
- Must be able to walk 5-10,000 steps per day
- Must actively participate in Space Suit Theory and Design
- Must actively participate in Space Physiology
- Will participate in Scuba Space Walk Training (*certain medical restrictions may prohibit the trainee from Scuba diving.)
- Must actively participate in Aeronautic Design
- Must actively participate in Jet Aircraft Simulations
- Must actively participate in Orbital Mechanics

MACH 1 AVIATION CHALLENGE (Grades 4-6)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 10:00pm
- Must be able to walk 5-10,000 steps per day
- Must listen to 10 hours of history
- Will view I-MAX or 3-D movies
- Must actively participate in Flight Simulators:
- Must actively participate in Take-off and landing
- Must actively participate Navigational training
- Must actively participate in Teamwork
- Must actively participate in Air to ground training
- Must actively participate in Aviation principles:
- Must actively participate in Forces of Flight
- Must actively participate in Aviation Weather
- Must actively participate in Control Surfaces
- Must actively participate in Propulsion
- Must actively participate in water survival skills

MACH 2 AVIATION CHALLENGE (Grades 7-9)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 10:00pm
- Must be able to walk 5-10,000 steps per day
- Must listen to 10 hours of history
- Will view I-MAX or 3-D movies
- Must actively participate in Flight Simulators
- Must actively participate in Low Ropes Course
- Must actively participate in Lake Activities
- Must actively participate in Shelter Building
- Must actively participate in Fire Building
- Must actively participate in Seal Op's
- Must actively participate in Escape and Evasion

MACH 3 AVIATION CHALLENGE (Grades 10-12)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 10:00pm
- Must be able to walk 5-10,000 steps per day
- Must listen to 10 hours of history
- Will view I-MAX or 3-D movies
- Must actively participate in Flight Simulators
- Must attend Classroom Lectures on Fire building, Finding Food and Water and Shelter Building
- Must actively participate in Lower Ropes Course
- Must actively participate in Tower and Repel
- Must actively participate in Tower and Zip Line
- Must actively participate in Pamper Pole
- Must actively participate in Seal Op's
- Must actively participate in Escape and Evasion
- Must actively participate in Parachute Drop
- Must actively participate in Helo Dunker

ROBOTICS CAMP (GRADES 4-6)

- Must be able to independently dress self and prepare for a full day of activities usually beginning at 7:00 am and ending at 10:00pm
- Must be able to walk 5-10,000 steps per day
- Learn engineering, programming and wireless control concepts using LEGO MINDSTORMS EV3 technology
- Put these concepts to the test as you design, build, program and test land-based robots to compete on the Challenge Table
- Use series circuits to build your own LED flashlight that you can take home
- Create and pilot underwater robots using the SeaPerch ROV system
- Train in the art of flying Unmanned Aerial Systems using RealFlight drone simulations



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Space Camp Scholarship Application

SEPTEMBER 26 - OCTOBER 2, 2026

We will leave a day early (on the 26TH) to permit adequate travel time.

**APPLICATION DEADLINE: AUGUST 31, 2026
or until camp is full.**

Please note: All campers must be ages 9-18 to participate.

*Students must be in the 4th grade or older to attend camp.

Personal Information

You can complete this application electronically with Adobe Acrobat.

Name _____

Address _____ City _____ State _____ Zip _____

Phone _____

Birth Date _____ Age at time of camp _____

Grade at time of camp _____ School District _____

Email to receive invitation to register (**18 or older**) _____

Gender (optional):

Male Female Other Prefer not to answer

Is there anything we should know to support your child's comfort, safety, or inclusion at camp?

Parent/Guardian Information:

Name _____

Address _____ City _____ State _____ Zip _____

Day Phone _____ Evening Phone _____

Email to receive invitation to register _____

Emergency Contact Information:

Emergency Contact _____ Relationship _____

Day Phone _____ Evening Phone _____

Visual and Medical Diagnosis:

What is your Visual Diagnosis? _____

Visual Acuity: (if none, write "none") _____

Visual Field Deficit: (degree, restriction or range of vision present, if no deficits, write "none")

There are certain rides (simulators) that may cause harm to people with certain eye conditions. Does your child have an eye condition we should be aware of?: Yes No (Please see "Other Considerations" on the page 10 and 11). If "yes," please explain:

Medical Diagnosis: (Cerebral Palsy, Hearing Impairment, Asthma, ADHD, Autism Spectrum, Emotional Disturbance). _____

List Prescription Medications: _____

Do you require a nurse or another person to administer your medication? Yes No

Do any of your medications require injections? Yes No

Are there any health or injury issues we should be aware of: Yes No

If yes, please explain:

Any known food allergies we should be aware of: Yes No

If yes, please explain:

Do you have any dietary restrictions? Yes No

If yes, please explain:

Are you a cane user?: Yes No

If "yes", what is your skill level with your cane? Couch potato Marathon runner

What Space Camp Program do you wish to attend? (See pages 3 and 4 for program info. You must choose a program to participate in). If you choose Robotics, please list a second program choice too. Robotics will be canceled if there is a lack of participants.

Any known allergies to plants, bees, outdoors, etc? If yes, please explain and let us know if the participant will require any assistance: _____

Has the participant ever spent the night away from home before? Yes No

T-Shirt Size : Youth Small Youth Medium Youth Large **OR** Adult Small
Adult Medium Adult Large Adult XL Adult 2XL Adult 3XL

Travel Plans: All participants must have their own transportation to and from Lighthouse for the Blind. Once participants arrive at Lighthouse for the Blind, transportation to Space Camp will be provided by chartered bus.

- Details on arrival and departure times will be shared with you in the future.

Participants must:

1. Display behaviors that allow them to function in a group setting that do not affect other group members

Must not display defiant behavior (this includes refusing to stand in a line, refusing to participate in a variety of activities, and refusing to abide by bedtime). If a child has disciplinary problems at camp, they cannot apply again the following year. If campers do not follow redirection, parents will be expected to drive to camp and pick up their children.

2. Not possess a medical problem that requires a nurse for constant supervision.

3. **Parents must disclose ALL necessary information that will allow us to provide a safe environment for the week. This includes ANY issues that may arise behaviorally or medically.**

4. **Campers may jeopardize their opportunity to attend in the following years if they display the following:**

- **Defiant or conduct disorders**
- **Have mobility limitations that prohibit them from ambulating 1/2 mile or inability to participate in the activities.**
- **Does not have the independent and organizational skills required for participation (see list for more details)**

Energy regulation is how our brain adjusts our energy and feelings so they're just right for whatever we're doing. Remember, every child is unique, and their adjustment might differ from their peers.

Does your child have problems staying regulated? Yes No

If yes, please share what this looks like and strategies that will work with your child (e.g., do they need a fidget or a break from others, etc.).

Space Camp Program Trainee Code of Conduct

While in training at any Space Camp® program, you will be held to a high standard in conduct. For you and your crew to be successful, you will be expected to follow and uphold the following Space Camp Code of Conduct.

- I will follow the rules and instructions provided by my Crew Trainer and Camp Leadership while at Camp.
- At the beginning of each day, I will make certain I have everything my crew trainer says I need to have a successful day such as water bottle, logbook, pen, etc. (Teams will not be returning to the Habitats unless scheduled for water activities)
- I will wear closed toed, closed heeled shoes and clothing that is appropriate for the day.
- If I carry my cell phone throughout the day, I am solely responsible for it. I will set it to silent or on vibrate and will not use it during the day except as a tool or resource for camp-specific activities.
- I understand the 5 "PDAs": No public displays of annoying behavior, aggression, bad attitude, acceleration, or affection.
- I will respect U.S. Space & Rocket Center artifacts and Space Camp equipment.
- I will keep all valuables locked in my locker and will not leave anything out in my room while out for the day. This includes all electronics and money.
- I will not leave personal items in the showers, restrooms or strewn about my room.
- I will not enter any areas that are marked "Staff Only".
- I understand that fighting or aggressive behavior will not be tolerated, and that I will be sent home for it.
- I will maintain a positive attitude toward my crew and in all activities. Attitudes are contagious!
- I will be respectful of others regarding culture, religious beliefs, race, creed, color, and orientation. I will be respectful and give my full attention during presentations by any Camp personnel.
- I understand that I will be quiet after lights out, and I will be in bed by the times stated by team leadership.
- I will use headphones or earbuds when using my phone or other media player after lights out.
- I will not use profanity or abusive language.
- I will not view or share images or other digital content that are inappropriate, pornographic, or culturally insensitive.
- I will be respectful of other's property, personal space and privacy.
- I will always stay with my team. I will alert my team leader if I need to use the restroom, get a drink, or go to Sick-Bay.
- I will always wear my program wristband during my camp session, and tell my team leader if it is damaged or lost.
- I understand that restrictions (simulations or allergy) have been identified for me for my safety. I will not remove my special wristbands at any time.
- I understand that no snacks containing peanuts or peanut butter are allowed in Space Camp.
- I understand that knives and weapons of all forms are not allowed at Camp.
- I will not use or possess any alcoholic beverages, tobacco, or illegal drugs. If any of those are found in my possession, my parents (and/or the police, if necessary) will be notified immediately.
- If I am hurt or sick, I will let my Crew Trainer know immediately.
- I will turn in all medications that I bring and report to Sick Bay or Infirmary to taken at the scheduled times.
- I will not take any medication that is not given to me by nursing staff or that I am not authorized to have.
- I will adhere to all instructions given by the nursing staff for my safety and well-being.

Trainee Signature: _____ Parent/Guardian Signature: _____

Release

This application must be completed in FULL.

General Liability Waiver:

I, _____, being the parent/legal guardian of _____, do hereby consent to his/her participation in voluntary functions sponsored and/or organized by the Lighthouse for the Blind – St. Louis. I understand that he/she is responsible for his/her behavior. I do hereby waive and release, the Lighthouse for the Blind – St. Louis, their service partners (including schools) and/or sponsors of any project, event, or function, from all claims and liabilities, of any kind whatsoever, arising from, whether directly or indirectly, my child/ward's participation in Lighthouse for the Blind – St. Louis, and or functions.

Transportation Liability Waiver:

I do hereby consent to The Lighthouse for the Blind – St. Louis providing transportation (in commercially procured and private vehicles) for my child/ward if necessary. I do hereby waive and release the Lighthouse for the Blind – St. Louis, their service partners and/or sponsors of any project or function, from all claims and liabilities, of any kind whatsoever, arising from, whether directly or indirectly, my child/ward's involvement in transportation services provided by the Lighthouse for the Blind – St. Louis.

Release to Seek Medical Treatment*

In the event of a medical emergency, I do hereby consent to the Lighthouse for the Blind – St. Louis releasing my child/ward to the nearest, most appropriate medical professional available. I understand that the Lighthouse for the Blind – St. Louis will notify me of such an event immediately after they have sought proper medical treatment for my child/ward at the following phone number: _____.

*If your child/ward has a chronic or recurring medical condition, for which emergency treatment is not necessary, please address your child's/ward's needs in the appropriate area of this application.

Photo Release

I hereby grant permission to use my child's/ward's likeness in a photograph in any Lighthouse for the Blind publications, including website entries, without payment or any other compensation. I understand and agree that these materials will become property of the Lighthouse for the Blind – St. Louis and will not be returned.

By signing below, I indicate that I understand and agree to the items above.

Participant's Signature

Parent's/Guardian's Signature (if under age 18)

Proposed Simulators for use in the US Space and Rocket Center Program for Visually Impaired Children

1/6 Microgravity Chair

This chair is designed to simulate the moon's gravitational pull. The chair can move both vertically and horizontally. Vertical height is controlled by a counselor. Protective gear includes helmet and seatbelt.

The movement of this chair is extremely gentle. This presents no greater risk for a visually impaired child, regardless of the cause of visual impairment, than it would for a sighted child.

5 Degrees of Freedom Chair: This chair is designed to simulate movement in a frictionless environment. Movement in 5 different directions is possible, including: forward/backward, side-to-side, roll, pitch and yaw. Protective gear includes helmet and safety straps. Excursion of the chair is in great part controlled by the counselor.

Movement of this chair is gentle with no rapid acceleration or deceleration. This simulator incurs no greater risk for a visually impaired child than for a sighted child.

Manned Maneuvering Unit-1 G Trainer (MMU): This unit simulates a manned maneuvering unit operating in the micro-gravity of space. Similar to the 5 Degrees of Freedom Chair, motions include forward/backward, side-to-side, roll, pitch and yaw. Although inversion was previously an option, it is no longer allowed. Protective gear includes helmet and safety straps.

Use of this simulator involves slow positional changes with no inversion or rapid acceleration changes. Movement in large part is controlled by a counselor. This simulator incurs no greater risk for a visually impaired child than for a sighted child.

Multi-Axis Trainer (MAT): This unit simulates a tumble spin experience during reentry into the earth's atmosphere. The MAT does not spin more than twice in the same direction, but does produce inversion. There are rapid accelerations and decelerations. Theoretically there is no shifting of the inner ear fluid and therefore no vertigo with resultant nausea or vomiting is produced. Protective gear includes hand and foot restraints as well as a 5-point harness.

This trainer produces rapid but mild changes in direction. Dizziness and nausea may result despite an intact vestibular or inner ear system. There is minimal head restraint and therefore precaution must be exercised in children with poor head control. Otherwise, there is no increased risk for the visually impaired child than for a sighted child. Theoretically, vestibular disturbance is inhibited by an intact visual system. Nausea and disorientation may persist in children with extremely limited vision.

Space Shot: This unit simulates the rapid acceleration of a rocket escaping earth's gravity. There is rapid acceleration and a slow deceleration. Safety precautions include a seat belt and a protective padded bar which fits over the shoulders. At the top of the ride as acceleration ends, campers experience a hard jolt as falling down into a padded seat.

This unit poses no greater safety risk for visually impaired children than it does for sighted children. The rapid acceleration and the jolt against the seat bottom may be more problematic in children with muscular-skeletal disease, in particular, poor muscle tone and head control.

Centrifuge: The Centrifuge is a simulator, which produces a rapid circular motion. This ride was unavailable. However, the instructional manual states that a 3g force (between 150lbs - 450lbs) is generated over a 15-minute ride. The subject will experience chest pressure. Breathing may be mildly impaired. As long as the head is still, dizziness or vertigo are usually not encountered. However, with head movement (i.e. lifting the head up) prolonged nausea and vomiting may ensue.

Although the simulator itself appears to pose no increased risk for a visually impaired child as compared with a sighted child, prolonged vomiting following the ride can cause unacceptable increase in intraocular pressure. This would pose a risk of vision loss to children with end stage glaucoma. In addition, children with proliferative diabetic retinopathy or other retinal vascular anomalies would be at increased risk for intraocular hemorrhage. Vitreous hemorrhage may require a surgical procedure. Therefore, children with proliferative diabetic retinopathy, and stage glaucoma, or other retinal vascular anomalies may be at risk for vision loss from prolonged vomiting after riding this simulator.

Other considerations: Specific eye diseases

Retinal detachment

The question of risk has been raised specifically for children with a history of retinal detachment repair. Following successful retinal reattachment, the retina is stable or more stable than prior to surgical repair. It is unlikely that any of the above simulators pose a significant risk of retinal detachment. One exception is children with intraocular silicone oil or intraocular gas. In these children, positioning is essential for successful retinal reattachment. These children should not be inverted and in many cases should not lie on their backs. It is unlikely that these children would be participating in space camp activities since this would likely occur in the immediate post-operative period.

Although several eye conditions predispose to retinal detachment, the simulators discussed above should not significantly increase the risk of detachment. A greater risk is associated with extracurricular activities (i.e. contact sports).

Glaucoma

Risks for children with glaucoma include prolonged inversion and persistent vomiting. Both of these conditions increase intraocular pressure. This should only be a problem in children with end stage glaucoma.

Eye Trauma

The risk of vision loss from eye trauma is of common concern in visually impaired. Protective eye wear would be appropriate for those children who have eye surgery (i.e. glasses with plastic safety lenses). To decrease the risk of trauma it would be helpful to provide counselors with a brief description of each child's visual dysfunction. The significance of general classes of visual impairment could be included in counselor training sessions. Examples include children with retinitis pigmentosa who function quite well under bright illumination but who rapidly become visually impaired with decreased environmental lighting. In these children, limited peripheral vision may preclude them from seeing common objects at floor level (i.e. trash cans). Children with extreme light sensitivity (i.e. achromatopsia) function quite well with decreased room illumination. However, in bright sunlight vision impairment increases dramatically and therefore mobility becomes more difficult, particularly in unfamiliar environments.