



CAMP CONSTANTIN
JACK D. FURST AQUATICS BASE



2017 Program Guide

• A TRUE TEXAS ADVENTURE •

CAMP CONSTANTIN/ JACK D. FURST AQUATIC BASE PROGRAM GUIDE

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LEGACY OF BOY SCOUT CAMPING AT POSSUM KINGDOM LAKE

Before Circle Ten Council took possession of the nearly 400 acres on the north shore of Johnson's Bend of the Brazos River, this land was owned by Eugene Constantin. It was his dream to one day give this land that he loved to his son. In the 1940's his son, like many sons of that day, went off to war.

Like so many of those sons, he did not return. For many months, Mr. Constantin mourned his loss. He began to wonder what would happen to his beloved land. Mr. Constantin decided that if he couldn't leave it to his own son, then he would leave it to the sons and daughters of America. So in 1946, he gave half of the property to the YMCA and the other half to Circle Ten Council, Boy Scouts of America.

To honor the family who made this wonderful camp possible, Circle Ten Council named it Camp Constantin. Then, in the mid 1990's, Jack D. Furst, who grew up attending Camp Constantin (first as a camper and then a staff member), also gave back to the camp he loved. He was the driving force behind the construction of the Jack D. Furst Aquatic Base, which radically improved the waterfront opportunities for Scouts all over North Texas and Oklahoma.

For over 60 years, Camp Constantin has been the icon of what Boy Scout camp should be.

GENERAL INFORMATION

MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please make sure that the Troop number and a return address are clearly written, in case the package is received after the Scout has gone home.

Camp Constantin
Scout's Name / Troop Number
3003 Park Road 36
Graford, Texas 76449

EMERGENCY TELEPHONE NUMBER

(940) 779-2131 (available year-round)

Please note, the camp telephone number is for **medical and family emergencies only**. Parents are asked to use this number only for emergencies. Camp Constantin is not equipped with a paging system. If a parent calls with a non-emergency, the message will be delivered at the next meal.

CAMP HEADQUARTERS HOURS

The Camp Office operates from June 14th through July 25th.

Sunday: 12:00 p.m. - 5:30 p.m.
Monday - Friday: 9:00 a.m. - 11:00 a.m.
2:00 p.m. - 5:00 p.m.
Saturday: 9:00 a.m. - 12:00 p.m.

CAMP LEADERSHIP

Camp Director

Michael Hall
michael.hall3@Scouting.org
(469) 651-9145

Program Manager

Collin Anderson
collinander@gmail.com

Assistant Camp Director

Rusty Klosterman
russell.klosterman@Scouting.org
(361)-660-4179

Camp Ranger

Shae Smith
shae.smith@Scouting.org
(940) 779-2131

**I have questions- is there a place
I can find someone to ask?**

YES! – Summer Camp Leaders Meetings

Scout units attending:

Weeks 1 – 2: Tuesday, May 18, 7pm

Or if you are attending

Weeks 3 – 6: Tuesday May 25, 7pm

Both meetings will be held at the Murchison Scouting Center, 8605 Harry Hines Blvd, Dallas, TX 75235

At this time you will be able to:

- Sign up your troop for a Sunday Arrival time
- Sign up your troop to conduct one of our daily flag ceremonies
 - Make last minute Merit Badge schedule changes
 - Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
 - Get answers to any other questions you may have

DAILY SCHEDULE

- 7:50 a.m. Breakfast Table Waiters Report
- 7:55 a.m. Morning Assembly/Flag Ceremony**
- 8:00 a.m. Breakfast Starts
- 8:25 a.m. Breakfast Ends/Clean-Up
- 9:00 a.m. Program Session 1**
- 10:00 a.m. Program Session 2**
- 11:00 a.m. Program Session 3**
- 12:00 p.m. Lunch Table Waiters Report
- 12:10 p.m. Lunch Starts
- 12:35 p.m. Lunch Ends/Clean-Up
- 1:00 p.m. SPL Meeting**
- 2:00 p.m. Program Session 4**
- 3:00 p.m. Program Session 5**
- 4:00 p.m. Open Activities Start**
- 5:15 p.m. Open Activities Close**
- 5:50 p.m. Dinner Table Waiters Report
- 5:55 p.m. Evening Camp Assembly/Flag Ceremony**
- 6:00 p.m. Dinner Starts
- 6:35 p.m. Dinner Ends/Clean-Up
- 7:30 p.m. Evening Activities Start**

PROGRAM OVERVIEW

Welcome to Camp Constantin! First and foremost, Jack D. Furst Aquatic Base at Camp Constantin is dedicated to providing the best program possible, supplementing the year-round programs of each and every Boy Scout troop. However, here at Camp Constantin we like to do it in style!

Jack D. Furst Aquatic Base at Camp Constantin is known for its aquatics programs but we also have nine different program areas, filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your boys on their trail to Eagle.

These areas include:

- Aquatics
- Brazos Buccaneers (First Year Camper)
- Communications and Technology
- Conservation
- Handicraft
- Industrial Arts
- Nature
- Scout Skills
- Shooting Sports

NOTE ON MERIT BADGE FEES

As a result of the feedback from you, our leaders, we will be collecting all merit badge fees through the invoice process. Now your Scouts will not have to go to the trading post prior to the merit badge class to buy supplies. For example, if you sign a Scout up for Wood Carving merit badge your unit will automatically be charged \$7 on their Campmaster invoice and the Scout can simply pick up his merit badge kit from his instructor. Kits will still be available for purchase at the trading post should a Scout want to do a project for fun, but he will no longer have to buy a kit from the trading post before class.

PROGRAM AREAS

Merit Badge Combo Classes

One special opportunity when it comes to merit badges is combo classes. In certain cases, merit badges overlap and it makes sense to pair them together. In these instances, we have combined them into one class with one sign-up. It's like two for the price of one!

Basketry and Leatherwork
Mammal Study and Nature
Hiking and Backpacking
Movie Making and Photography
Composite Materials and Painting

FIRST-YEAR CAMPER (BRAZOS BUCCANEERS)

This is a 3-hour class that is offered from 9 a.m. to 12 p.m. This program is targeted for the Scout that is in his first six months with a Boy Scout troop. Time will be spent focused on basic Scouting skills and having FUN!!!

We know that many boys and parents expect summer camp to be an opportunity to earn merit badges. Consequently these Scouts that are enrolled in the First-Year Camper program will have an opportunity to sign up for two (2) merit badges in the afternoon. We strongly recommend enrolling them in a selection from the following list.

- Astronomy
- Basketry and Leatherwork (Combo Class)
- First Aid
- Indian Lore
- Mammal Study and Nature (Combo Class)
- Swimming

If your Scouts would like to register for this program, simply select First-Year Camper (Brazos Buccaneers) from the dropdown menu on the Merit Badge selection screen in CampMater and then the two merit badges they would like to take in the subsequent spots.

As always, we will not sign-off any requirements for rank advancement as a part of this program. The signing-off of requirements remains the responsibility of the Scoutmaster or his/her designee. All we will do is provide instruction in those requirements.

TRAIL TO FIRST CLASS

In this option, your first year Scout will decide before they come to camp whether or not they want to sign up for the half day program or individual rank instruction classes in the Trail to First Class (TFC) area. In this program, if a Scout has already earned the Tenderfoot rank before coming to camp, he can specifically sign up for an hourly class offered in the afternoon to address requirements for Second Class and/or First Class ranks. He is then encouraged to take First-Year Camper merit badges, from the list above, during the morning sessions.

There will be specific instruction time set aside to address the requirements for Second Class and First Class on an hourly basis in the afternoon. There are no requirements for participation, and a Scout may participate in one or both sessions. Like the First Year Camper Program, our staff will not actually be signing-off requirements. It remains the responsibility of the Scoutmaster or his designee to determine if advancement requirements have been completed.

AQUATICS

The Jack D. Furst Aquatic Base at Camp Constantin is one of the premier aquatics bases in the BSA. There is a huge variety of activities: “Blobbing,” swimming, canoeing, and waterskiing that are available on the cool beautiful waters of Possum Kingdom Lake. Trust us, for a place to cool off, this is the place to be!

The Jack D. Furst Aquatic Base at Camp Constantin offers the following programs:

- Canoeing
- Kayaking
- Lifesaving
- Motorboating
- Paddle boarding (award)
- Rowing
- Small-Boat Sailing
- Swimming
- Water Sports (Water Skiing)
- Instructional Swim
- Advanced Sailing

National BSA rules require classification as a “Swimmer” by completing the BSA Swim test before participating in the events. We offer additional aquatics opportunities beyond our merit badge program.

ADVANCED SAILING

For those that have completed the Small-Boat Sailing merit badge, new challenges await. We have catamarans and larger boats for the advanced sailing students. Keep in mind this is not a merit badge, but you sign up for it as if it were.

INSTRUCTIONAL SWIMMING

This class is for those Scouts who need to brush up on their swimming skills before they move in to the more challenging aquatics Merit Badges. If they can pass the swim test on Monday or Tuesday, they can still participate in any other aquatics Merit Badges that they may want to take.

COMMUNICATIONS AND TECHNOLOGY

One of our newer program areas in camp, the Communication and Technology area, is home to a variety of exciting merit badges. In this program area, you will have an opportunity to participate in exhilarating experiments like 'Walking on Liquid' (Yes, it can be done!), 'Exploding Air?', and even the Solar Powered Clothes Dryer. This area is the place for creativity, ideas, and fun!

- Animation
- Chemistry
- Chess
- Citizenship in the World
- Communications
- Electronics
- Movie Making/Photography
- Signs, Signals, and Codes
- Nova Whoosh Award

CONSERVATION

Our Conservation area was greatly improved in 2013 with the addition of a brand new teaching area and pavilion that lies directly across from our new Trading Post, while other teaching areas are still hidden among the trees and trails. In this area, troops can get service projects, or check out simple tools to use for conservation projects in the campsite.

This is also where Scouts will work on the following merit badges:

- Energy
- Environmental Science
- Fish and Wildlife Management
- Forestry
- Oceanography
- Soil and Water Conservation
- Weather

HANDICRAFT

One of the staples of any good camp is the handicraft area. It provides a relaxing, shaded place for a Scout to explore his artistic side. This area is located right next to the Trading Post, so leaders can take in a cold drink while watching the Scouts work. We offer:

- Art
- Basketry and Leatherwork (Combo Class)
- Indian Lore
- Sculpture
- Wood Carving

INDUSTRIAL ARTS

Industrial Arts is centrally located in front of the Warehouse. Scouts will have the opportunity to learn valuable skills for use in a hobby or possible future career. The hands-on experience will allow Scouts to develop skills while having an opportunity to feel a sense of accomplishment. Merit badges offered in this area include:

- Auto Maintenance
- Composite Materials/Painting
- Farm Mechanics
- Metalwork
- Plumbing
- Welding

NATURE

Our Nature area has many scenic teaching areas set among the cedar trees and boulders of the northwest side of the camp. Our main pavilion has aquariums and cages that house local wildlife like snakes, lizards, fish and even giant centipedes! There is much more, so feel free to come check them out any time during the day! Want to take a stroll on a nature trail (using the buddy system of course!)? Then hike on up, because the Johnson Peak trail begins here. Merit badges offered here include:

- Astronomy
- Bird Study
- Fishing
- Geology
- Mammal Study/Nature
- Reptile and Amphibian Study
- Space Exploration

SCOUT SKILLS

Want to climb Mt. Everest or hike the Appalachian Trail? How about survive in the wilderness for a week without food? Want to learn how to build a tree house? Then Scoutcraft is for you! Also known as Scout Skills, this program area is the place to get a little rugged and learn all the classic outdoor skills. Our staff here will also help your Scouts 'Be Prepared' to do those things that make Scouts confident and dependable in an emergency.

- Camping
- Emergency Preparedness
- First Aid
- Geocaching
- Hiking/Backpacking
- Orienteering
- Pioneering
- Wilderness Survival

SHOOTING SPORTS

Our Shooting Sports area is great for your Scouts to hone their shooting skills and become a superb marksman. We are continuously improving this area and are proud to have a state-of-the-art five station skeet and trap shotgun range. This newest addition features low, center and high traps with a new Promatic target thrower at each position.

Merit badges include:

- Archery
- Rifle Shooting
- Shotgun Shooting

Note on range fees: The cost structure for the shooting merit badges changed in 2015. There will be a one-time charge for the Scouts that are taking the Rifle or Shotgun merit badge that will appear on the unit invoice. These fees will cover the ammunition and targets that are consumed as part of the merit badge class. Participants in the rifle or shotgun merit badges will no longer need to purchase tickets for class. All shooting during the open area times will still require a ticket from the trading post. Rifle tickets are \$1 for ten shots and target and shotgun are \$.50 for one shot and target. Archery will also have a one-time \$5 charge payable on the unit invoice for the arrow kit that the Scout uses to complete the badge.

Note to Scoutmaster: The form on this page is intended for you to photocopy and distribute to your youth as they make their merit badge selections for 2017. There is a list of merit badges on the following pages for your Scouts to reference.

Circle Ten CampMaster Course Selection Form

Scout Name: _____ **Rank:** _____

Years at Camp: _____

Signing up for merit badges is easy! List the activities you wish to take in priority order. See the detailed course list for the offered activities to choose from. Up to 5 one-hour courses can be scheduled in the day. Once you make your selections, the CampMaster program will automatically assign times to your course schedule. Keep in mind some courses are two-hours and in some cases all-day. Remember – if you pick a two or three-hour course, you will not be able to select 5 activities. Additional Activities names are collected in case some of the top 5 are not available. You may select an “off” hour at a specific time by choosing “[9 a.m., 10 a.m., 11 a.m., 2 p.m., or 3 p.m.] open”

Priority

Activity Name

1. _____ Hours: _____ Cost: _____
2. _____ Hours: _____ Cost: _____
3. _____ Hours: _____ Cost: _____
4. _____ Hours: _____ Cost: _____
5. _____ Hours: _____ Cost: _____

Two additional choices in case any of the above courses are not available:

6. _____ Hours: _____ Cost: _____
7. _____ Hours: _____ Cost: _____

2017 Program Offerings

	Class	Section		only	Class Limit	Fee	Age Req	Non MB	Swimmer	Notes
1	Advanced Sailing	Aquatics	2		X		13	X	X	A
2	Animation	Comm/Tech		X						
3	Archery	Shooting Sports				\$5				
4	Art	Handicraft		X						
5	Astronomy	Nature								B
6	Auto Maintenance	Industrial Arts								
7	Backpacking/Hiking	Scoutcraft		X						
8	Basketry/Leatherwork	Handicraft				\$15				
9	Bird Study	Nature								
10	Camping	Scoutcraft		X						
11	Canoeing	Aquatics							X	
12	Chemistry	Comm/Tech								
13	Chess	Comm/Tech								
14	Citizenship in the World	Comm/Tech		X						
15	Communication	Comm/Tech		X						
16	Composite Materials/Painting	Industrial Arts								
17	Electronics	Comm/Tech				\$8				
18	Emergency Preparedness	Scoutcraft		X						
19	Energy	Conservation								
20	Environmental Science	Conservation								
21	Farm Mechanics	Industrial Arts		X						
22	First Aid	Scoutcraft								
23	First Year Camper (Brazos Buccaneers)	First Year Camper		X				X		
24	Fish & Wildlife Management	Conservation		X						
25	Fishing	Nature		X						C
26	Forestry	Conservation								
27	Geocaching	Scoutcraft		X						
28	Geology	Nature								
29	Hiking/Backpacking	Scoutcraft		X						
30	Indian Lore	Handicraft				\$8				
31	Insturctional Swim	Aquatics						X		
32	Kayaking	Aquatics							X	

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	Class	Section		only	Class Limit	Fee	Age Req	Non MB	Swimmer	Notes
33	Leatherwork/Basketry	Handicraft				\$12				
34	Lifesaving	Aquatics	2		X		12		X	
35	Mammel Study/Nature	Nature		X						
36	Metal Works	Industrial Arts								
37	Mining in Society *NEW*	Industrial Arts								
38	Motor boating	Aquatics			X		13		X	
39	Movie Making/Photography	Comm/Tech								D
40	Nature/Mammel Study	Nature								
41	NOVA - Whoosh	Comm/Tech		X				X		
42	Nuclear Science	Comm/Tech								
43	Oceanography	Conservation								
44	Orieinteering	Scoutcraft		X						
45	Painting/Composite Materials	Industrial Arts								
46	Photography/Movie Making	Comm/Tech								D
47	Pioneering	Scoutcraft		X						
48	Pulp & Paper	Conservation								
49	Reptile & Amphibian Study	Nature		X						
50	Rifle Shooting	Shooting Sports			X	\$10				
51	Rowing	Aquatics							X	
52	Sculpture	Handicraft								
53	Small Boat Sailing	Aquatics			X		12		X	
54	Shotgun Shooting	Shooting Sports			X	\$30	13			
55	Signs, Signals, & Codes *NEW*	Comm/Tech								
56	Space Exploration	Nature				\$7				
57	Swimming	Aquatics							X	
58	Trail to First Class - First Class	First Year Camper						X		
59	Trail to First Class - Second Class	First Year Camper						X		
60	Water Odyssey	Aquatics	2		X	\$25	14	X	X	
61	Watersports (Water skiing)	Aquatics			X		13		X	
62	Weather	Conservation								
63	Welding	Industrial Arts			X	\$15				
64	Wilderness Survival	Scoutcraft		X						
65	Wood Carving	Handicraft				\$7				

Notes: A) Small Boat Sailing is Prerequisite B) Night time lab required C) Should bring a fishing pole D) Should bring digital still camera

WATER ODYSSEY

The Water Odyssey is a series of aquatics-based activities available for the older Scouts attending camp. This will allow these Scouts to take merit badge classes in the morning and enjoy afternoons on beautiful Possum Kingdom Lake.

Water Odyssey is no longer an all-day program!

Scout Prerequisites:

- 14 years of age
- Life Scout or higher
- Swimmer classification on BSA Swim Test
- Small Boat Sailing merit badge

Pre-registration will be available via CampMaster for the Water Odyssey!

The fee to participate in the week's Water Odyssey activities is \$25.

WATER ODYSSEY SCHEDULE

	Monday	Tuesday	Wednesday	Thursday
2:00 – 4:00 p.m.	Sail Boat Sailing	Canoeing and Rowing	Waterskiing/ Wakeboarding	Catamaran Trip
Evening			Overnighter Bug Beach	

ADULT PROGRAM OPPORTUNITIES

We know that Scouts would not be able to enjoy Summer Camp if it weren't for the adult leaders that donate their time. The staff at Camp Constantin would like to extend our thanks by offering two new opportunities, exclusively for the adult leaders.

ADULT WATER ODYSSEY

For many years the youth visiting Camp Constantin have been enjoying all that Possum Kingdom Lake has to offer. The Adult Water Odyssey will allow the adults to do the same!

This program is offered free of charge to any adult leaders wishing to see what the buzz is all about and get out on the lake!

There is no charge for this program but adults must pass the swim test to participate.

ADULT WATER ODYSSEY SCHEDULE

	Monday	Tuesday	Wednesday	Thursday
9:00 – 11:00a.m.	Catamaran Trip	Canoeing and Rowing	Kayaking/ Sailboarding	Sail Boat Sailing

NATIONAL RIFLE ASSOCIATION (NRA) CERTIFICATION PROGRAM

The *Boy Scouts of America National Shooting Sports Manual* indicates that a certified NRA range safety officer is to directly supervise all live fire on the range. The instruction offered must be done by a currently certified National Camping School shooting sports director certified as an NRA rifle instructor or an NRA certified rifle instructor or an NRA/USA Shooting/CMP certified rifle coach. These must be two separate individuals.

The classes offered will allow you to meet these requirements and bring a shooting sports program back to your units! To start, Basic Instructor Training, BITS, will be offered and is required for each of the certifications below.

- **Basic Rifle Shooting** - Teaches the basic knowledge, skills, and attitude necessary for the safe use of a rifle in target shooting.
- **Basic Shotgun Shooting** - Teaches the basic knowledge, skills, and attitude for the safe and proper use of a shotgun in shooting a moving target.

The fee for each class is \$75 (includes all instruction and course materials for certification).

You can only complete the work for one of these classes during your time at camp. So, please select one or the other when you register via CampMaster.

SPECIAL EVENTS & EVENING ACTIVITIES

POSSUM FEST

It's a lake party! Come and enjoy all the amenities our waterfront has to offer. We'll have a DJ spinning up some tunes and ice cream sundaes will be served!

ASSAULT ON JOHNSON'S PEAK

Challenge yourself with a hike up to the highest point in Palo Pinto County. Wednesday evening the staff will lead a trek up to the top of Johnson's Peak. Once there, you can hear tales of local history, including the legend of how Hell's Gate got its name and the underwater town Pickwick.

CINEMA P.K.

After the assault on Johnson's Peak on Wednesday night, at dusk we will open the Cinema P.K. Join us in the NEW, air-conditioned dining hall for a movie.

FAT BAT TOURNAMENT

The popular camp tradition on Wednesdays is softball Camp Constantin-style and we call it "Fat Bat." It takes nine to ten youth to field a team and participate in a week long bracket tournament.

HELL'S GATE CANOE TRIP

One of the highlights of a week at Camp Constantin is the opportunity to take a canoe across the lake and visit one of the most striking features of Possum Kingdom Lake, Hell's Gate. Sign up will be Monday after lunch as space is limited. Your Scouts will not only have the opportunity to paddle there, but beach your canoe and take the short hike to the top of Hell's Gate. The Hell's Gate Canoe Trip will take place Tuesday and Thursday mornings before breakfast. There's no better place to be than on the lake in the early morning hours!

NUKE 'EM TOURNAMENT

Also a perennial favorite, the annual Nuke 'em tournament will once again offer your Scouts the opportunity to win the title **NUKE 'EM CHAMPION OF THE WEEK**.

This game is played with the same basic rules as the traditional volleyball game, except the ball is caught rather than hit. Players may catch the ball and take a limited number of steps and pass it to another player on their team or try to throw it where no one on the other side can catch it before it hits the ground.

WATER CARNIVAL

What visit to the Jack D. Furst Aquatic Base would be complete without viewing the Water Carnival on Friday night? Featured events will include:

- The Blob show - our trained staff members performing daring feats for the amusement of the crowd.
- You can see the Nuke 'em Bracket Tournament finale.
- The world famous Constantin Sunfish Regatta: Pick your two best sailors and compete against the rest of the camp.
- The homemade raft race: Pick up your raw materials anytime during the week and build your entry into the raft race with anything else you can find in your campsite – that's not a watercraft, of course!
- The Great Constantin Relay Race: Challenge your team of six through several disciplines including running, rowing, canoeing, and other Scouting skills in a race to the finish.
- We will close with a recognition ceremony for all of the fantastic achievements that were earned during your week of summer camp.
- Following the Awards Ceremony there will be an Order of the Arrow Call-Out ceremony. All parents and guests are invited to watch, but please no flash photography.

FRIDAY OPEN AREA EXTRAVAGANZA

Every Friday from 2:00 p.m. to 4:00 p.m. Every area will feature several bonus activities for your Scouts' enjoyment.

Aquatics – Get the last of your blobbing, rowing, canoeing, kayaking, and swimming before the water carnival.

Handicraft – Bring anything brand-able that you may have because the fires will be hot and the brands will be smoldering on anything you provide.

Nature – Come see our live snakes get their weekly meal, or get to know some of our animals a little better with an intimate wildlife encounter.

Scoutcraft – Test your skills on the Tomahawk range.

Shooting Sports – Teams of three (3) from each troop will compete in the Constantin Shoot Out. One participant for each discipline we offer at camp (Rifle, Shotgun, and Archery), your team may even include one adult!

ARRIVAL AND DEPARTURE PROCEDURES

CHECK-IN

In an effort to better serve your unit we ask that you bring A BSA Generated roster which indicates scouts and leaders who will be camping with us during the week. All adults and youth that will be spending at least one overnight will need to be listed on your BSA generated roster. This roster can be retrieved from my.scouting.org account. Simply log in to your my.scouting account and find the “Member Manager” tab on the left hand side. Roster information can be found there under “Roster Details”. You can export certain roster information from there including a list of every scout registered in your unit. From there we would ask that you highlight those in attendance for your summer camp adventure. Your local council service center, or your local District Executive can also help you obtain a BSA generated roster.

you will sign up for a check in arrival time at the Leaders’ meetings on May 16 and May 23 (see info on page 4). Please plan to arrive at your appointed time and please make sure that your unit brings the following for check-in (due to limited copy paper and ink, no copies can be made at camp):

- A copy of your BSA generated roster with the names of those youth and adults in attendance highlighted.
- A copy of your Complete Annual Health and Medical Record for all Scouts and adult leaders attending camp. All medical forms will be returned to the troop after camp is concluded. Shots must be dated with year, or official shot records must be attached to the medical forms.
- A copy of your unit’s severe weather hazard training card
- For each adult attending camp, the following must be turned in upon arrival:
 1. Copy of the Sexual Offender database check.
 2. Copy of a valid Face-to-Face Youth Protection certification card YC06-0014. (Training valid for two years)
 3. Adult in Camp State Compliance Form (page of this guide)

If any of these forms are missing, the adult will not be allowed to remain at camp overnight.

- You will set an appointment with the Assistant Camp Director to reconcile your camp fees during the check-in process. It will be at that time that any outstanding payment will be collected.
- All Non-Circle Ten Council units and all LDS units will need to bring two (2) copies of their local council insurance claim form.

Camp check-in occurs between Noon and 4:00 p.m. on Sunday afternoon.

When you first arrive at camp, a camp staff member, who will serve as your Staff Guide for the orientation period, will meet your troop to begin the check-in process and prepare your Scouts for medical re-checks, swim checks, and a tour of camp. One adult leader is responsible for checking in the troop at Camp Headquarters. On the Sunday you arrive, we will have a combined Scoutmaster and Senior Patrol Leader meeting. We will cover lots of important information to make your experience at camp a safe and memorable stay. This meeting will be held in the Dining Hall at 7:30 p.m.

NOTE: To ensure safety, only one vehicle per unit will be allowed into the campsite to deliver gear.

Although the camp needs an immediate head count for meals on arrival, you will set an appointment with the Assistant Camp Director to settle your financial position on Monday or Tuesday. After a brief visit with the Camp Director, you can immediately head to your campsite with your Staff Guide. After you and your Staff

Guide inspect camp-supplied equipment for damage, your troop can begin to set up your site, take the swim check, go on your tour, and complete medical re-checks. Please take the time to note any damaged equipment so that it may be repaired or replaced and your troop won't be charged at the end of your week (troops must pay for any equipment they damage).

The Camp Director reserves the right to adjust campsite assignments.

SWIM TESTS, MEDICAL RE-CHECKS AND FORMS

Swim Tests - Swimming and boating on Possum Kingdom Lake are two of the most enjoyable activities at Jack D. Furst Aquatic Base at Camp Constantin. Safety is our number one priority, and we have established some simple guidelines to ensure a safe stay. Any Scout or leader who wishes to participate in aquatic activities must have completed the BSA swim test.

For the safety of the Scouts who may not be used to the differences of swimming in a lake versus a pool, the only pre-camp swim checks accepted are those done by our staff at Camp Wisdom. We apologize for any inconvenience this may cause. At any time, the Aquatics Director reserves the right to make any Scout or leader re-take the swim check.

Medical Re-checks and Medical Forms - All Scouts and leaders attending camp must have completed a BSA Annual Health and Medical Record before attending camp.

The form is available at http://www.Scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf.

All medical forms will be returned to the troop at the end of your week in camp. Shots must be dated with year or official shot records must be attached to the medical forms. As part of your camp tour, leaders and campers will visit with the Camp Medic for a brief medical re-check. The purpose of this re-check is not to conduct a second physical, but to make the Camp Medic aware of any potential health problems, personal medications, or concerns that a camper or leader may have.

CHECK-OUT

Saturday breakfast is planned for your convenience. The menu is designed to be portable and starting at 7:00 a.m. you may send a representative to the Dining Hall and pick up your *Grab-n-Go* meal. You will be issued enough food for your entire unit and you are welcome to stay and enjoy your meal in the dining hall or take it back to your campsite.

After breakfast, Scouts are to return to their campsites to pack and clean up. All of the Program Area Directors will be available inside the Scoutmaster Lounge after breakfast to answer any questions that unit leaders may have concerning merit badges or advancement reports. Please take advantage of this service so we can resolve any issues before your unit departs.

A camp staff member will visit your campsite to inspect it with the troop leader. Remember that all camp equipment that was borrowed must be returned to the Quartermaster before your unit will be cleared to leave. Once you have been cleared, take your clearance form and the Camp Evaluation Form to the office. Camp patches and any remaining material will be issued when you check out at the Headquarters building. Remember, to ensure safety, only one vehicle per unit will be allowed into the campsite to pick up gear. Gates will open at 6:45 a.m. to start packing your vehicles.

TRADING POST

Camp Constantin is pleased to offer an air-conditioned Trading Post that will have all of your camping needs in one location! We will offer everything from chips and soda, to frozen Snickers and Slushes, merit badge kits and supplies. Forgot your compass? We remembered it and brought it for you! T-shirts, hats, gifts, walking staff emblems, pocket knives, you name it, and it's here at the Trading Post located next to the Handicraft pavilion.

Encourage your Scouts, as we will, to drink water located in every program area and main areas in camp in ice cold coolers. Besides, it's free!

MEALS (TABLE WAITERS)

Each troop will provide two (2) Scouts per table. These Scouts are responsible for set-up before the meal and clean-up afterwards. Troops are encouraged to send an adult to supervise the Scouts and assist where needed.

If your unit or individuals have special eating requirements, please contact the camp director with a written request when registering your unit. The camp cooking staff will do its best to accommodate your needs or requirements based on religious beliefs, allergies, etc.

No Adjustment in fees will be made for those that bring their own food.

ADULT IN CAMP STATE COMPLIANCE FORM

To be completed by each adult attending camp and submitted to the camp administration.

Name (First Middle Last) _____ DOB (mm/dd/yyyy) _____

Unit (Type & Number) _____ District: _____ Council: _____

The Following questions are required by the State of Texas Youth Camp Safety Act and must be completed to attend a Texas Youth Camp.

Scouting Background (position, council, year):

Experience Working with Youth in other organizations:

Previous Residences (last 5 years):

Current Memberships (religious, community, business, labor, or professional):

References. Please list those who are familiar with your character as it relates to working with youth. References will be checked when necessary.

Name: _____	Phone: _____
Name: _____	Phone: _____
Name: _____	Phone: _____

Additional Information. Mark each answer Yes or No.

Do you use illegal drugs?	_____ Yes	_____ No
Have you ever been convicted of a criminal offense?	_____ Yes	_____ No
Have you ever been charged with child neglect or abuse?	_____ Yes	_____ No
Has your Driver's License ever been suspended or revoked?	_____ Yes	_____ No
Other than the information above, is there any fact or circumstance involving you or your background that would call into question you being entrusted with the supervision, guidance, and care of young people?	_____ Yes	_____ No

A criminal background check is required by the State of Texas within 90 days of camp and will be conducted by the Circle Ten Council. I agree to this background check to be eligible to attend this camp.

Signature: _____

Date: _____