

2009 CAMP CONSTANTIN / JACK FURST AQUATIC BASE



Camp Constantin is one of the finest Aquatic Summer Camp in the Boy Scouts of America. Located on beautiful Possum Kingdom Lake, we are proud to have the best quality summer camp programs anywhere in Scouting. Your Scouts and Scouters will have a fun, safe, and productive week at Camp Constantin. We know that you have choices when it comes to picking a summer camp, and we are proud that you have chosen Camp Constantin! We look forward to working with you to accomplish all the goals that you have for your Scouts at Camp in 2009.

Our staff at Camp Constantin/Jack Furst Aquatic Base is dedicated to ensuring that you and your Troop will have a quality camping experience and will make sure that your unit's week at Camp is full of fun and excitement. It is our sincere hope that you and your unit will remember and talk about your week at our Camp for many years to come!

If there is anything that our staff can do to enhance your Scouts' experience at camp, please don't hesitate to ask.

Travis Taber
Camp Director

Ben Sivess
Program Director

Norberto Diaz
Business Manager

CAMP LOCATION

From Mineral Wells, go west 4 miles on US 180, turn right for 11 miles on SH 377, left 8 miles on SH 254, left for 2 miles on SH 16, right for 7 miles on Park Road 36 (past Hideaway Inn) and veer left when the road splits to the camp entrance. Camp Constantin/Jack Furst Aquatic Base is located approximately 108 miles, from the Council Service Center.

MAILING ADDRESS

Camp Constantin/Jack Furst Aquatic Base
Boy's Name
Troop No.
3003 Park Road 36
Graford, Texas 76449

EMERGENCY TELEPHONE NUMBERS

CAMP CONSTANTIN/JACK FURST AQUATIC BASE
(940) 779-2131

CIRCLE TEN COUNCIL SERVICE CENTER
(214) 902-6700

PROFESSIONAL STAFF

Camp Director:	Travis Taber
Program Director:	Ben Sivess
Business Manager:	Norberto Diaz

ARRIVAL PROCEDURE

Camp begins on Sunday. Please make sure that you bring the following for check-in:

- A complete camp roster of Scouts and adults showing name, address, home and emergency phone numbers.
- Summer Camp payment record with any receipts.
- A complete medical form (Class 2 for participants under 40, Class 3 for those over 40), copies will be accepted at camp. These will be returned to you at the end of camp.
- Copies of leader information for the Child Safety Act (copy of leader's application, online youth protection trng, and print-out from Texas Sex-Offender database). These documents will be retained by the council at the end of camp. No copies will be made at camp.

The Camp Office opens at 12:00pm on Sunday. There is no lunch served at Camp on Sunday, therefore you may want to plan your arrival after the lunch hour. Tours, medical rechecks and swim checks begin after check-in. (Scouts and adults will need swimming trunks for swim checks.) One adult should be responsible for checking the Troop in at the camp office. The Troop should then proceed to their campsite to prepare for swim check, medical recheck, and camp tour. A staff member will be assigned to your Troop to serve as a guide for your unit. Your guide will perform a pre-check of your campsite with you as part of the tour of camp. You may designate one vehicle, if you desire, to carry gear to your campsite. After unloading, it must be promptly returned to the parking area. Troops may leave a trailer at their campsite, but all vehicles must remain in the parking area. Dinner will be served at 6:15 p.m

UNIFORMS

Scouts and Leaders should wear their complete official BSA uniform for formal flag ceremonies at breakfast and dinner each day. Scout shorts, with camp or Troop T-shirt, are acceptable for lunch.

- **Hats should not be worn in the dining hall (except religious headgear).**

LEADER'S PROGRAM

Camp Constantin/Jack Furst Aquatic Base understands that many leaders will want to spend time with their Scouts and their programs. You are more than welcome to do just that. We want you to know, however, that if there ever comes a time when you want to take a break we're prepared to offer you a variety of programs which are designed exclusively for Scoutmasters, Assistant Scoutmasters, and other adult leaders. Outdoor programs that will be available to you include boating, volleyball, and fishing. The Scoutmasters' Lounge (we call it the Upper Deck), is much more than a place where leaders can stop by and have a cold drink or cup of coffee. More relaxing sports, such as dominoes, cards, and checkers will be available. The Scoutmaster's Lounge also offers you a place where you can meet and get to know other Scouting Leaders from around our state and country. We also have internet service available the lounge for leader's to check email, post pictures to a troop website, or just stay in touch with the outside world. As a service to leaders, Safety Afloat and Safe Swim Defense courses, Trek safely, New Leader Essentials, SM/ASM Leader Specific Training, Introduction to Outdoor Leader Skills and other training courses will be offered each week. The time that you have dedicated to be at summer camp with your Troop is deeply appreciated and every effort will be made to make your week at Constantin exciting, fun, and relaxing. So please let us know if there's anything we can do to make that happen!

TROOP CENTERED ACTIVITIES

These activities are the sole responsibility of the Troop leadership, though your camp staff is ready to provide help. Some suggested programs are: Scoutcraft instruction, ceremonies, advancement activities, campfires, athletic events, camp inspections, conservation projects, outpost camping, and games. All Troops are encouraged to plan some troop activities over the course of your stay at Camp Constantin/Jack Furst Aquatic Base.

The "Patrol Method" will function best during summer camp. Some suggested activities are patrol hikes, campfires, inter-patrol contests in First Aid or Scoutcraft. Practice is also recommended in the following areas: cooking, rope work, fire building, map and compass, etc.

INDIVIDUAL ACTIVITIES

You may find that some of your boys may want to spend a little time sitting on a log. Why not? But don't let it take up all of their time. You will find that most of your boys will want to work on Merit Badges, but remember that there is much more to summer camp than this. Get them involved in a variety of activities, and let them benefit from Scout camping as it is meant to be. Some suggested activities are: hiking, handicrafts, pioneering projects, field sports, and nature. Duty and responsibility must always take precedence over individual desires, but the "opportunity" for a boy to weigh such decisions must be present, otherwise there is no learning in growth or in judgement. Remember that the "Buddy" system must be used at all times in camp!

YOUTH GUIDELINES

- No Scout is allowed to leave their campsites after 10:30 p.m. unless accompanied by an adult or have authorization from the Program Director or Camp Director to participate in an activity.
- An adult must accompany all Scouts when using the phone. We suggest that you designate a time for your younger Scouts to use the phone. The only camp phone available for Scouts and Scouters used will be in the upper deck.

Note: Please remind parents that 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, that message will be communicated at the next available dining opportunity.

CONSTANTIN/JACK FURST AQUATIC BASE PROGRAM

Camp Constantin/Jack Furst Aquatic Base offers a wide variety of programs that your Scouts will find exciting and fun! They will be challenged as they learn about the different aspects of Scouting. Camp Constantin/Jack Furst Aquatic Base Programs are broken down into the following areas:

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

Special opportunities for recognition are available for Scouts, including:

Hells Gate Canoe Adventure
Assault on Johnson's Peak
Mile Swim
BSA Lifeguard
Tote N' Chip
Water Odyssey
Baden Powell Award

NOTE: Johnson Peak and Hells Gate patches are available for purchase at the trading post.

THE AQUATICS PROGRAM

This year's Aquatics program continues our tradition of being one of the nation's best. Canoeing, rowing, motorboating, sailing, swimming, water-skiing, and snorkeling will provide Scouts with an exciting, diversified Aquatic Program that is unequalled in this part of the country.

Camp Constantin/Jack Furst Aquatic Base programs are aimed at different age groups. The age guidelines are not set in stone; they are however, recommendations of activities to consider for those particular age groups. First year campers should take Swimming Merit Badge. We offer returning Scouts a wide selection of programs that are considered some of the finest in the country. They include:

Advanced Sailing (including Boardsailing BSA)*

BSA Lifeguard*

Canoeing MERIT BADGE

Instructional Swim

Lifesaving MERIT BADGE

Mile Swim*

Motorboating MERIT BADGE

Rowing MERIT BADGE

Small Boat Sailing MERIT BADGE

Snorkeling BSA*

Swimming MERIT BADGE

Water Odyssey*

Waterskiing MERIT BADGE

NOTE*: Older Scouts will get preference for these classes over younger Scouts if they start to reach their class limits.

SAILING AREA

Camp Constantin/Jack Furst Aquatic Base sailing program is one of Scouting's finest. Attention has been paid to insure the highest quality of instruction, safety, equipment availability, and equipment usage. This also reduces the problems associated with bad weather. Sailing merit badge classes are two-hour class sessions and Advanced Sailing is a three-hour class, one hour in the morning and two in the afternoon.

SWIMMING CLASSIFICATION TESTS

All Scouts and adults that want to swim during their week at camp must complete the BSA swim test! The aquatic staff will conduct this test on Sunday. **Units can take the [BSA swimmer test](#) as a unit activity at Camp Wisdom on Saturday May 9 prior to coming to a Circle Ten Summer Camp. Reservations will be taken for the pre camp swim test. When swim tests are conducted prior to camp, the camp aquatics director shall at all times reserve the authority to review or retest any participant to ensure that standards have been maintained.** Circle Ten Council will also offer a pre-camp BSA swim test at Camp Wisdom at a date to be determined. **When swim tests are conducted prior to camp, the camp aquatics director shall at all times reserve the authority to review or retest all participants to ensure that standards have been maintained.** Before the swim test can be given, a medical form* must be presented to the Camp Health Officer who will clear that person to participate in aquatic activities. Anyone who needs to test or retest after Sunday must arrange for an alternate time with the Aquatics Director.

**All medical forms are returned to the Troop at the end of camp.*

WATER ODYSSEY

The Water Odyssey is a camp program designed for older Scouts who have most of the Merit Badges offered at camp. Each day the Odyssey crew will experience a different adventure on the cool waters. The crew will have a jam-packed week, which includes team-building, sailing, water-skiing, tubing and private blobbing. Scouts in this program will also have opportunities to camp, as a group, away from their Troop a couple of times during the week. We have the capacity to run multiple crews as needed. The crew is open to Scouts who are 16 to 18 years of age and, preferably, are Eagle Scouts. Crew participants should not sign up for any merit badge classes. **All participants must pass the Swimmer test.** The Scouts wanting to participate will be required to sign up before coming to camp. **There is an additional cost of \$50.00 per Scout for this program to be paid at camp. The cost covers the additional expenses of this program.**

BSA LIFEGUARD

Candidates must be 14 years old and have lifesaving, swimming and first aid merit badges or the equivalent skills. This is a strenuous program for both boys and adults wishing to complete certification as a lifeguard. Candidates must spend a considerable amount of time in training (up to 34 hours). They must attend both the morning and afternoon class sessions. Candidates must also lifeguard during open area times and evening activities on Tuesday, and Thursday.

THE GREAT CONSTANTIN RAFT RACE

After lunch on Monday the warehouse will be open so each Troop can check out three blue barrels, three tent poles and a rule sheet. You then have until Friday to build a raft using the barrels, poles and any other materials you can find to make your raft float. On Friday after dinner we will race the rafts. An award will be given to the fastest raft and to the best raft. The program director may add or subtract rules from this list; you will be given a list of the final rules when you check out your materials from the warehouse.

Rules

1. Do not puncture, cut or crush the barrels.
2. You will be allowed only 4 Scouts on the raft.
3. All Scouts must be on the raft at all times.
4. Paddles will be provided.
5. No engines allowed.
6. No camp equipment (tent, platform etc.) may be used.

MILE SWIM

BSA's Mile Swim is an award separate from merit badge and advancement programs. To earn the award, participants, both Scouts and leaders, must attend daily classes where they will get practice swims in and learn safety procedures and the coaching on swimming as an exercise form. Camp Constantin/Jack Furst Aquatic Base offers the Mile Swim on Friday afternoon. Candidates for the Mile Swim should be strong and experienced swimmers and Mile Swim warm-ups must be successfully completed before the Mile Swim is attempted. To help with this, the participants must enroll in the Mile Swim just like any other merit badge. Please make sure your Scouts attend the class so they can get their practice.

OPEN AREA

The blob, small boats, and sailboats are open to all Scouts from 4:00 to 5:50. There are limited spaces available for all areas so participation times may be limited to accommodate a high volume of campers. All Scouts participating in the blob, boating, and sailing must be swimmers according to the BSA Swim Test. Free swim is open to all Scouts during these times.

Scouts and Scouters must follow the rules set forth by the staff during all open period activities. Anyone who disregards the established rules may lose their privileges to the waterfront as well as their buddy tags. If a camper abuses the aquatics area and equipment, they will be asked to leave. Scouts and their leaders should become acquainted with waterfront rules. Please feel free at any time to ask staff members questions regarding rules and regulations, especially during Sunday's orientation session.

BRAZOS BUCCANEER PROGRAM

(Camp Constantin's Trail to First Class)

Arrghh Matie, this program is intended for your first year Scouts. Monday the groups will start in the Buccaneer area where they will be split into patrols with a Life or Eagle Scout as a patrol guide. This patrol guide will expose them to basic Scout skills using the patrol method. Our staff will provide adequate structure and supervision to your Scouts giving them a head start into mainstream Scouting.

At the start of the week, each boy will be given a hiking stove that he should keep with him all week. This stove will be the basis of many of the skills he will learn. On this stove, he will keep, a record of what he has accomplished during the week. We believe that instant recognition is a valuable tool, especially to boys in this age range, and their stove will help them display the achievements they have earned.

There are several criteria that are suggested before a boy enters the Buccaneer program. First of all, age plays an important roll. Experience has proven that boys older than 13 or 14 generally benefit less from this program. Another consideration to be made prior to enrolling in the Buccaneer program is the time that the boy has actually been in Scouting. This program was designed primarily for those who have been in boy Scouts less than 6 months.

The Buccaneer program lasts the duration of the week, from 9 AM to 4 PM each day, and includes a wide variety of games, activities, and lessons. During this time, your Scouts will also have opportunities to earn several merit badges, such as swimming, basketry, and leatherwork, in sessions taught specifically to First Year Campers. All of the activities and events promote great Scouting spirit, as well as a great sense of accomplishment.

We know that many boys and parents expect summer camp to be an opportunity to earn merit badges. Because our program is an all day program, we have built into it the teaching of several "first year" merit badges. We will teach, to classes made up of only first year camper patrols, swimming, basketry, and leatherwork. For the supplies used, we do charge and extra \$15 for all kids taking the first year camper program.

No rank requirements will be signed off in the scout's handbook in the Buccaneer program, but we will provide to you a list of the requirements that were taught to your scouts. At the start of the week, all boys will be given a "passport" that lists all of the sessions that will be taught. The Scoutmasters will be given a guide to let them know which requirements are taught with each session. It is the Scoutmasters' responsibility to go over these skills with the Scout and decide if advancement requirements have been met. These requirements will also be listed in our Campmaster advancement program. The requirements that we plan to teach to the scouts are:

Tenderfoot: 1, 4a, 4b, 5, 6, 7, 8, 9, 11, 12a, 12b

Second Class: 1a, 2c, 2d, 2e, 2f, 2g, 4, 5, 6a, 6c, 7a, 7b, 7c, 8b

First Class: 1, 2, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d, 9a, 9b, 9c,

There is one event that will take place in the Buccaneer program that will truly help your boys grow as Scouts. It is the hike and overnigher at Johnson's Peak. This event occurs on Wednesday and will be a challenge for your Scouts. This will help in the development of their team building skills. Any Scouts that are scheduled as table waiters on this day need to be reassigned. A pocketknife, poncho, flashlight, canteen full of water, bedroll, or sleeping bag is essential for this overnigher. All should be placed in a small pack. Appropriate hiking shoes will be necessary. Scoutmasters must inform the area director and the boy's individual staff leader of participants that require medication prior to departure.

Scout Skills

Camping
Emergency Preparedness
Farm Mechanics
First Aid
Hiking/Backpacking
Orienteering
Painting
Pioneering
Public Health
Wilderness Survival

Wilderness Survival merit badge provides an opportunity for a Scout to test his survival skills on a Wilderness Survival Overnighter. Scouts hike to a remote site on camp and stay overnight in a lean-to constructed from natural objects.

Nature/Ecology Conservation Area

In this area, Scouts and Scouters can learn to be a responsible member of the ecosystem and learn more about our planet. From the petting zoo to the aviary, the Nature/Ecology Conservation area is a must see when at camp. Here we offer:

Astronomy
Bird Study
Environmental Science
Fish & Wildlife
Fishing
Forestry
Geology
Mammal/Reptile Study
Nature
Oceanography
Soil and Water Conservation
Space Exploration
Weather

Handicraft

Imagine yourself under the cool shade of the Handicraft pavilion, carving a block of wood into your favorite animal or weaving cane into a basket proving you can take the simplest things and make a usable object for Mom or Dad back home. You can experience these activities, or just relax during the afternoon. All this can be accomplished at the Handicraft area, which is located close to the Trading Post. Please note that all scouts in Woodcarving must have a Totin' Chip card with them while carving. For those without it, the class is taught Monday at 1:00pm in the Brazos Buccaneer area. In the Handicraft area:

Art
Basketry/Leatherwork
Indian Lore
Metal Working
Sculpture
Woodcarving

Shooting Sports

Scouts learn how to make a bow string and use it in archery, fire a .22 caliber rifle, or even shoot a shotgun. All are offered in the Field Sports Area. Note: The Rifle Shooting and Shotgun Shooting Merit Badges can be expensive. Shotgun ammunition costs \$0.50 for 2 shells and the clay birds to go with them. The average cost is around \$10.00 - \$20.00 to complete the badge, depending on the skill level of the Scout. Rifle ammunition cost is \$1.00 for each ten shots. The estimated cost to complete Rifle merit badge is \$5.00. Archery has a minimal cost of \$3.00 for the arrow kit that the Scout uses to complete the badge. Tickets for ammunition can be purchased from the Trading Post and redeemed at the Range. In the field sports we offer:

Archery
Rifle Shooting
Shotgun Shooting

Science and Communications

We have a new area at Camp Constantin. In our Science and Communications area, scouts can learn to prepare a speech, take better pictures, make a movie, or learn about the world we live in. We are offering two Eagle required badges here, along with three other badges. Our badges here are:

Chemistry
Cinematography
Citizenship in the World
Communication
Law
Photography
Public Speaking

EVENING PROGRAM

Monday Night

Mondays are known for the mighty POSSUM FEST. Possum Fest begins at 7:15pm at the waterfront. We have music blaring from the dock, serve free ice cream from the Nautilus, and have open blobbing, swimming, rowing, canoeing, and sailing. It is basically a beach party, Constantin style. Come one and come all to the best party this side of Hell's Gate.

Tuesday and Thursday Night

We offer Troop Signup evening programs on Tuesday and Thursday nights. On either of these nights Troops may sign up for the blob, canoeing, or shooting. We have found these programs to be most popular. Space for these programs is limited. To accommodate troops who can't be at camp until Monday morning, we have the sign up on Monday after lunch in the Scoutmaster's Lounge, and before the daily Scoutmaster meeting. Please note that we will do our best to accommodate everyone. In addition, some Troops may be asked to share a time slot.

Troop blobs are approximately 45 minutes long and can host 30-40 Scouts each. Times for Troop blobs are 7:15 – 8:00 p.m. and 8:05 – 8:50 p.m. Please arrive promptly for scheduled times.

Troop canoes go to Hell's Gate and back. A staff member will lead the trek. Starting time is 7:15 p.m. and Scouts must be back around 8:45 p.m., before dark. If time permits the staff member accompanying the Troop may allow at his discretion, the Troop to hike on top of Devil's Island at Hell's Gate. This side trip can only be allowed if the Troop departs on time. Experienced canoeists must buddy-up with inexperienced canoeist to insure a safe trip. **All participants in Troop blobs, canoes, and sails must be "swimmers"**.

WEDNESDAY

Chapel

In doing our duty to God, we encourage all camp participants to come to our inter-faith, non-denominational chapel service, held Wednesday morning at 7:00am. Our chapel area, located on the small peninsula next to the OA field is a great place to sing some inspirational songs, take some time to reflect on what "duty to God" means, and welcome in the morning.

Assault on Johnson's Peak

This is the best chance for you Troop to hike Johnson's Peak. The trek will depart from the parking lot approximately 15 min. after dinner on Wednesday night. A member of our staff will show you the way but each Troop that is participating must bring adult leaders to be responsible for the scouts in their unit. The views are incredible and there will be a special cold watermelon feast at trail's end for those participating. [This is not the same hike that the Brazos Buccaneers will take]

Movie Night

After the hike, when the sun goes down, we will also be holding a camp-wide movie night! Held at the dining hall, we will show a Scout friendly movie tied to our weekly theme. Popcorn will also be served. There is no need to sign up, just bring a chair.

Friday Night

Friday evening is Parent Night. We welcome all parents to and visit the camp and witness the Water Carnival. We will have a good old fashioned Texas BBQ for supper, followed by the Sailing Regatta, the volleyball tournament finals, Relay Race, and Raft Race. When all competitions are complete, we present the awards, then line up and walk over to the OA field for our Order of the Arrow callout ceremony. For parents who want to stay over, we turn our Shotgun range into a campground for family camping.

MEALS

All meals are served Family style. Each Troop is responsible for providing one waiter per table. This person will be responsible for set-up before the meal and clean up afterwards. Waiters report to the Dining Hall fifteen minutes before each meal.

Schedule for meals are as follows:

Breakfast – 8:00 a.m.

Lunch – 12:15 p.m.

Dinner – 6:15 p.m.

VISITORS – PARENTS' NIGHT

Visitors and parents are welcome and should be encouraged to attend camp on Friday. We will serve dinner at 6:15 p.m. at the dining hall. Cost of the meal per visitor is \$6.00 on Friday.

Leaders – You should make visitor meal reservations by Wednesday of the week you are in camp. Encourage your Troop's parents to wear clothes and shoes that are suitable for walking. Visitors may want to bring a lightweight, folding lawn chair to sit on for the campfire. **NO pets are allowed at camp.**

Our Water Carnival, Awards Ceremony, and Order of the Arrow Call-Out will follow dinner.

Guests are also welcome to visit Troops while they are in camp and may dine with them at the dining hall. Meal fees are \$6 per meal per guest and are payable to the Business Manager at the camp office: Guests must inform the Business Manager of their intent to eat at the dining hall and pay for their meal upon arrival at camp.

Special Activities

Sunday

12:00 Check-in Begins/Tours Begin
4:30 Senior Patrol Leaders Meeting Handicraft Pavilion
5:00 Adult Leaders Meeting (For the Adults)
5:30 Merit Badge Review
8:15 Campfire

Monday

12:45 Emergency Procedures Drill
1:00 Sign-up for Tues/Thurs Troop activities
7:15-8:30 Possum Fest 2009

Tuesday

1:00 Safe Swim Defense and Safety Afloat training
7:15-8:45 Troop activities (you must sign up with the area director)

Wednesday

7:00 Chapel
4:30 TFC Overnighter Leaves, They will return for lunch Thur.
7:00 Johnson's Peak Hike (Troop Must Provide Leaders)
Dusk Movie Night

Thursday

4:20 Regatta Race Qualifier
7:15-8:45 Troop Activities (you must sign up with the area directors)

Friday

7:15 Aquatic Olympiad, (includes Raft Race, Sailing regatta, Volleyball finals, and Water Relay.) OA ceremony to follow

NOTES:

*Leaders may attend any open range session in addition to those designated for Scout leaders if space is available.

*Leaders are also welcome in all program areas.

DAILY SCHEDULE

SUNDAY

12:00	Check-in begins
12:00	Tours, medical checks, and swim checks begin
4:30	Senior Patrol Leaders' meeting, Handicraft Pavilion
5:00	Scoutmaster Orientation and Merit Badge check at Upper Deck
6:00	Waiters Call
6:15	Dinner
7:00	Merit Badge check continuation if needed.
8:15	Opening Campfire

WEEKDAYS

7:45	Waiter's call
7:55	Flag Ceremony
8:00	Breakfast
9:00	1 st Program Period
10:00	2 nd Program Period
11:00	3 rd Program Period
12:00	Waiters Call
12:15	Lunch
12:45	Troop Activity Sign-Up in Upper Deck (Monday Only)
1:00	Leader's Meeting in Upper Deck
2:00	4 th Program Period
3:00	5 th Program Period
6:00	Waiter's Call
6:15	Dinner
7:15-8:45	Evening Program
10:30	Lights Out

SATURDAY

7:15	Waiter's call
7:25	Flag Ceremony
7:30	Breakfast (Thirty Minutes early)

Merit Badges and Program Offerings

(Non-Merit Badge programs *)

(New Programs for 2009)

Advanced Sailing *

Archery

Art

Astronomy

Basketry/ Leatherwork

Bird Study

BSA lifeguard *

Camping

Canoeing

Chemistry

Cinematography

Citizenship in the World

Communication

Emergency Preparedness

Environmental Science

Farm Mechanics

First Aid

Fish & Wildlife

Fishing

Forestry

Geology

Hiking/ Backpacking

Indian Lore

Instructional Swim *

Law

Lifesaving

Mammal Study/ Reptile Study

Metal Working

Mile Swim

Motor Boating

Nature

Oceanography

Orienteering

Painting

Photography

Pioneering

Public Health

Public Speaking

Rifle Shooting

Rowing

Sculpture

Shotgun Shooting

Small Boat Sailing

Snorkeling *

Soil and Water Cons.

Space Exploration

Swimming

Water Odyssey *

Water Sports (Skiing)

Weather

Wilderness Survival

Woodcarving

Circle Ten Council Summer Camps

Clements Scout Ranch – June 7 through July 4
Camp Constantin/Jack Furst Aquatic Base – June 7 through July 18
Camp James Ray – July 5 through July 11

A full week of summer camp offers your Boy Scout Troop the best opportunity to maintain a strong program throughout the year. We have put together a full range of programs that are designed with the purpose of strengthening your Troop. Our individual activities are designed to cover the broad range of skills and abilities of your Scouts. Starting with a strong program for your newest Scouts and continuing with increasingly challenging activities that hold the attention of your older Scouts as well. We know that Troops have a broad range of goals and we work hard to provide a program that helps meet those goals. We also have many programs that are designed to be done as a patrol to help to develop the leadership skills of your Scouts. Our camp wide activities are designed to help to build Troop spirit as well.

CAMP COMMUNITY

Just being at Summer Camp is valuable to a Scout. The experience of working and interacting with other Scouts teaches life lessons and develops life-long friendships. Keeping this in mind it is important not to schedule so many activities that the Scout won't have the time to enjoy himself at camp. Time spent with his patrol or Troop learning new skills, teaching others or just having fun is probably the most important time he will spend at camp.

Each boy becomes a Scout citizen when he arrives at camp with rights, privileges and responsibilities. The Scout Oath and Scout Law are the foundation of the camp experience. Scouts and leaders alike are challenged to live up to the high standards of the Oath and Law. We all have the ability to serve as a powerful example of what Scouting is about. By living up to these standards we will ensure that all Scouts and leaders will leave camp with a rich experience and many memories.

Circle Ten Council Summer Camps are available to every Boy Scout and Boy Scout leader regardless of race, sex, color, national origin, age, political belief, religion, or disability. If you believe you have been discriminated against, contact the Camp Director or Mr. Ponce Duran at Circle Ten Council Service Center (214) 902-6700 immediately. Also write:

Civil Rights Department
701 West 51 Street
Mail Code E-609
Austin, Texas 78751

(512) 450-3630 - voice
(512) 450-4313 - TDD
(512) 450-4748 – fax

Health and Safety in Camp

PHYSICAL EXAMINATIONS

Each Scout and adult leader attending camp must bring to camp a current completed personal Health and Medical Record form. In compliance with Texas Department of Health Regulations, all health forms will be returned at the end of camp. Shots MUST be dated with month, day, year or official shot records must be attached to the medical forms. We will accept photocopies.

Scouts and leaders under age 40 who are attending camp must use the "Personal Health and Medical Record, Class 1 and 2" form #34414B or the new "[Annual Health and Medical Record](#)" form #34605. An annual health history attested by parents or guardian supported by a medical evaluation completed within the last 36 months by a physician licensed to practice medicine is required. Current immunization information must be included.

Adult leaders 40 and older attending camp must also use the "Personal Health and Medical Record, Class 3" form #34412B or the new "[Annual Health and Medical Record](#)" form #34605. A current health history supported by a medical evaluation within the past 12 months performed by a physician licensed to practice medicine is required. Current immunization information must be included.

NOTE: Texas Department of Health Regulations DO NOT require us to retain medical forms. After camp is concluded all forms will be returned to the unit.

Scouts and leaders are given a medical recheck upon arrival in camp by the camp medical officer, but **no medical examinations can be given at camp.**

The medical forms are available at <http://www.circle10.org>.

A first aid station is located at camp and staffed by persons trained to handle minor accidents and illnesses. Special arrangements for treatment of more serious cases have been made with physicians and the hospitals near the camps.

TRIPS TO HOSPITALS AND DOCTORS OFFICES FROM CAMP

Campers who require the attention of a doctor or the services of a hospital:

1. Except for emergencies, it is the responsibility of the unit leadership to provide transportation for unit member(s) requiring services from a doctor or hospital.

YOU MUST CHECK OUT OF CAMP.

2. Youth protection guidelines must be followed when transporting the unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You can obtain your Scout's health record from the health lodge before going to the doctor or hospital.
3. The adult leader must be prepared to pay for any prescription that the doctor may prescribe for the patient. Circle Ten Council **will not** pay for prescriptions.
4. The Camp Director will work with you to notify the parents in the event of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you how they can be contacted including cell phone numbers.
5. Directions to doctor's offices and hospitals are available at the health lodge.

INSURANCE POLICY

Only Non-LDS Circle Ten Council registered Scouts and Scouters are covered by Circle Ten Council Insurance.

LDS Chartered Troops need to bring insurance claim forms to the camp office.

OUT OF COUNCIL UNITS MUST PROVIDE INSURANCE CLAIM FORMS.

(You need to bring 2 insurance claim forms to the CAMP office when you arrive at camp.)

NOTE:

Parents attending camp must be registered as adult members of the Troop in order to be covered by accident and sickness insurance.

NON-DUPLICATION PROVISIONS - VERY IMPORTANT - READ CAREFULLY!

When emergency room or extended treatment of hospital care is involved, benefits in excess of the first \$300.00 will be payable only for the expenses shown previously which are not recoverable under any other policy or service contract. If no other collectible insurance is available, this non-duplication provision will not apply. This means the parent's personal insurance carried on the Scout or Scouter is responsible for payment of charges above \$300.00 and to its limits. The HSR Accident and Sickness Insurance will pay up to \$15,000 after the parent's personal insurance has reached its limits or if the parents have no insurance on the Scout or Scouter.

Read Carefully

Policy on Insurance Claims

It is necessary for all accidents, illness or tick bites to be reported to the First Aid Station. Claims for treatments must be filed with HSR Insurance Company by the parents or guardian. Medical expenses incurred after leaving camp, due to an accident or illness first manifested while at camps must be submitted immediately to the HSR Insurance Company. Information on coverage and claim forms is available online at: <http://www.circle10.org>

This supplemental insurance protection begins when the camper leaves home and ends upon his return home from camp. ***Dental:*** The policy only covers dental bills for broken teeth resulting from an accident at camp. All other dental bills must be paid by parents.

CAMP FEES

The camp fee for *Summer Camp 2009* is \$230.00. *Early bird* fee is \$200.00.

To qualify for the *early bird* fee you must follow the following guidelines:

- a. Deposit \$100.00 per Troop.
- b. Pay the first installment of \$100.00 per Scout by March 31st.
The \$100.00 deposit may be applied to the \$100.00 per Scout due.
- c. The Adult Fee is \$100.00 and is due with the final payment by May 29th.
- d. Pay the final payment of \$100.00 per Scout by May 29th.

Balance of Camp Fees

One half of the camp fee for 2009 is due on March 31, 2009 AND the balance is due in the council office no later than May 29, 2009. Plan to send your fees so that your payment is in the council office by the date due. We will accept payments mailed with a postmark of the due date as on time payments.

To qualify for the early bird fee, the full fee must be paid by May 29, 2009. Payments can be made at the Dallas Service Center Reservation Desk, the Collin County Service Center, and the Sherman Service Center or by mail. We will accept postmarks by the deadline date as on time payments.

Mailing Address: Circle Ten Council
 8605 Harry Hines Blvd.
 Dallas, Texas 75235-3014

Adult Leader Fees

THE BSA POLICY REQUIRES THAT TWO ADULT LEADERS ACCOMPANY EACH TROOP ON ANY SCOUT OUTING. ONE LEADER MUST BE AT LEAST 21 YEARS OF AGE. THE ASSISTANT LEADER MUST BE AT LEAST 18 YEARS OF AGE.

Two leaders may attend free with	1-29 paid Scout campers
Three leaders may attend free with	30-39 paid Scout campers
Four leaders may attend free with	40-49 paid Scout campers
Five leaders may attend free with	50-59 paid Scout campers
Six leaders may attend free with	60-69 paid Scout campers

One leader free for each ten Scouts over 70. Additional leader's fee is \$100.00 per person.

Online Registration

Each Troop registering for a Circle Ten Council Summer Camp will be issued a user id and password that will allow the Troop to register Scouts and Adults for attendance at camp and for programs offered through the week at www.circle10camps.org. You may have your user id and password e-mailed to you by going to <http://www.circle10camps.org/cm2006> and clicking on the "I forgot my password" button in the logon screen. Select your troop number and the contact name to have the user id and password e-mailed. By maintaining the roster of attendance and selecting program offerings you will be able to insure that everyone gets the most out of their week at camp.

Refund Policy

The \$100 per Troop deposit fee is part of the total camp fee and is not refundable or transferable. Up to one week before scheduled arrival at camp, a refund of 85% will be made if a Scout must cancel after he has paid his full fee. A refund of 60% will be made for cancellation made between two and seven days before arrival date. A refund of 25% will be made for cancellation less than 48 hours before camp and up to the scheduled day of arrival. To qualify for a refund the changes must be made using the online registration system and a request must be made by the Troop *in writing* and e-mailed or mailed to the finance office at Circle Ten Council, 8605 Harry Hines Blvd., Dallas, TX 75235-3014, before your Troop arrives at camp – attention Lynette Hendricks (lhendric@bsamail.org). All refund checks are made payable to the Troop (not an individual).

No refunds will be given to a Scout that has not cancelled his reservation in writing prior to the Troop's week at camp. Refund checks will be made payable to the Troop (not the individual). Requests for exceptions to this policy must be addressed to Lynette Hendricks (lhendric@bsamail.org). All refunds must be requested in writing before September 1, 2009

CAMP INSPECTION AND LICENSE

All camps are inspected each year by the county and state health departments, and by the Boy Scouts of America. All areas of the camps meet or exceed all necessary standards for facilities, health and safety, and program. The camps are licensed to operate by the State of Texas.

FIREARMS, AMMUNITION, FIREWORKS, BOWS AND ARROWS

Personal firearms of any type (rifles, shotguns, hand guns, BB guns, Black Powder, cannons, bows, arrows, ammunition and fireworks) are not allowed in camp.

FIRES, LIQUID AND PROPANE FUELS

Fires are to be built only in designated areas and under proper supervision. Liquid or propane fuels are to be used only under adult supervision. Liquid fuel must be stored in approved containers and along with propane cylinders must be stored under lock and key. Under NO circumstance is any quantity of fuel to be stored in the campsite. BSA policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles and smoking material. This also includes cigarette smoking. **Liquid fuels of any type cannot be used to start fires.**

ALCOHOL, ILLEGAL DRUGS OR CONTROLLED SUBSTANCES

The consumption, possession or use of alcohol, illegal drugs or controlled substances is not permitted. Violators will be asked to leave camp. Additional actions may be taken including notification of local law enforcement officials.

TOBACCO

Smoking or the use of any tobacco product is not permitted in the presence of youth members at any Circle Ten Council Camp. Smoking or use of tobacco in or around buildings or around Camp Program Areas is PROHIBITED.

Adult leaders should support the attitude that young adults are better off without tobacco and **may not allow the use of tobacco products at any BSA activity involving youth participants.**

All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.

PERSONAL POSSESSIONS

Camp is an outdoor experience. Personal items such as radios, stereos, televisions, i-Pods, electronic games, etc. are not appropriate for an outdoor experience. Circle Ten Council strongly discourages bringing them to camp. In all cases, personal valuables (watches, wallets, and money) should not be left out in the open at camp. **Nothing should be brought to camp that cannot be replaced.** It is impossible to provide security for these items. **It is recommended that each unit bring a lockable storage container to secure valuables while not in the campsite.**

CIRCLE TEN COUNCIL IS NOT RESPONSIBLE FOR ANY LOST, STOLEN OR BROKEN ITEMS.

CAMP PROVIDES:

The camp provides the assistance of a qualified camp staff, program materials and literature. Tools for special projects will be available from the Camp Quartermaster.

Each campsite is set up with enough 9 x 7 foot two man wall tents on wooden platforms for the maximum number of Scouts and leaders for the site as indicated on the campsite reservation form. If your Troop brings more Scouts and leaders than the maximum number for the site **the Troop will be responsible for providing additional tents.** Troops are responsible to bring their own tents for the extra campers. Troops are strongly encouraged to bring cots for additional leaders.

All items lost or damaged must be paid for by the Troop prior to leaving camp.

Theft and malicious mischief will not be tolerated at camp.
Offenders will be asked to leave camp and will be given NO refunds.

Units attending Clements Scout Ranch: The Clements Scout Ranch latrines have electricity but the power boxes are **not** designed for extension cords. **No electrical cords or fans are permitted in campsites.**

TROOP PROVIDES:

TWO DEEP LEADERSHIP

Troops must provide two Camp Leaders, one of who must be at least 21 years of age and registered with the Troop. The assistant must be at least 18 years old. Two Unit Leaders must be with the Troop twenty-four hours a day. Having at least two Unit Leaders on all Troop overnight outings is a BSA policy. It is important that **all adult leaders** be certified in youth protection. The State of Texas requires all adult leaders to complete the online Youth Protection Training before arriving on camp. This training is available on-line at <http://www.scouting.org> then click on MyScouting. Each leader must present a copy of the training card to be retained by the camp.

NEW IN 2009: Each troop must have at least one adult who has completed Hazardous Weather Training from BSA. It is also available through your [MyScouting](#) page.

CARS IN CAMP

Council policy requires that all leaders and visitors vehicles be parked in the camp parking lot during camp. Troops can load all of its Troop equipment into one vehicle (pickup or van, etc.) and take it to the campsite for off loading on Sunday afternoon. The vehicle must be brought back to the camp parking lot immediately after unloading. The camp will on request provide a staff member to escort the driver to the site. The Camp Ranger can assist in transporting equipment to the site if needed. If desired, non-motorized Troop equipment trailers may be left at the campsite.

TRANSPORTATION

The Troop must make arrangements for safe transportation for your boys to and from camp. Seat belts are required for all occupants of motor vehicles. **The beds of trucks or trailers must never be used for carrying passengers.**

PERSONAL BOATS AT CAMP – CAMP CONSTANTIN ONLY

Many leaders have personal boats. Unit leaders can bring their own boat to summer camp with a few stipulations. While at summer camp Circle Ten Council has the responsibility to ensure your safety on all activities.

Here are a few rules about personal boats:

- **Contact the Camp Director before coming to camp. (travis.taber@scouting.org)**
- All boats must have current registration including a Brazos River Authority permit.
- All boaters must wear a properly fitted US Coast Guard Approved PFD (life jacket) at all times.
- Leaders must be currently trained in Safe Swim Defense and Safety Afloat.
- Summer Camp does not have space to dock any personal boats.
- If at any time any leader demonstrates questionable boating safety the Camp Director has the authority to ask the leader to remove his boat from the water and trailer it in the parking lot.
- **BSA Policy does not permit motorized personal watercraft.** - Any leaders bringing a Jet Ski or other motorized personal watercraft will be asked to leave them on a trailer.

PROCEDURES ON ARRIVAL

- Transportation should be arranged so you arrive at camp on Sunday, after 12:00 p.m. and before 4:00 p.m.
- Check in at the Camp Office as you enter camp to be sure that you have the correct campsite before the Scouts carry their packs to the campsite. A member of the camp staff will accompany you to your site. Each Troop will be allowed to take one vehicle into the site to deliver gear. The vehicle must be returned to the camp parking lot as soon as it is unloaded.
- Registration of Troops will start in the camp office at 12:00 p.m. Only one adult leader needs to report for this (more are welcome). Be sure to bring your Troop rosters, fee receipts and any outstanding fees with you when you report to check in and register your Troop. The online registration system has a copy of the current payment record available for you to check at any time at www.circle10camps.org/cm2006. Troops are encouraged to check this before your departure for camp. Your Troop will be assigned a staff member to host and guide your Troop through the check-in procedures. Your guide will ask you to inspect the tents, platforms, tarps and frames, etc. with him upon arrival at the campsite. Be sure to mark any damaged equipment in order that it may be repaired or replaced if needed and your Troop won't be charged at the end of your week at camp. **Troops must pay for any damaged equipment.**
- The medical recheck will be conducted at the Health Lodge or at a designated area (see individual camp schedule for time and location) Sunday afternoon. Have your boys report as a Troop in swim suits and towels.
- **CLASSIFICATION OF SWIMMING ABILITY**
All Scouts and adults that want to swim during their week at camp must complete the BSA swim test! The aquatic staff will conduct this test on Sunday. **Units can take the [BSA swimmer test](#) as a unit activity at Camp Wisdom on Saturday May 9 prior to coming to a Circle Ten Summer Camp. Reservations will be taken for the pre camp swim test. When swim tests are conducted prior to camp, the camp aquatics director shall at all times reserve the authority to review or retest any participant to ensure that standards have been maintained.** Before the swim test can be given, a medical form must be presented to the Camp Health Officer who will clear that person to participate in aquatic activities. Alternate times to test or retest after Sunday must be made with the Camp Aquatics Director.
- An orientation tour of the remainder of the camp will be given by your guide and upon its completion you will return to your campsite to settle in.
- All Scouts and leaders should report to formal retreat and supper in full uniform. A program orientation meeting will be conducted for all leaders. See Camp Schedule for times. **Many of the things that should have been done to prepare your Troop to receive maximum enjoyment will be covered at any of the Camp Leader Program Planning meetings on March 18, 24 or 26. Please make every effort to attend one of the meetings.**
- **The camp director has the right to move any unit to another campsite due to overcrowding or to make units fit in more comfortably.**
- **VISITORS – PARENTS' NIGHT** – Visitors and parents are welcome and should be encouraged to attend camp on Friday. Check the camp program guide for the time and location of the meal. Cost of the meal per visitor is \$6.00.

Guests are also welcome to visit Troops while they are in camp and may dine with them at the dining hall. **All persons entering camp must check in with the camp office immediately upon arrival and at time of departure.** Meal fees per guest are as follows and are payable to the Business Manager at the camp office: Breakfast - \$6.00, Lunch - \$6.00, Dinner - \$6.00. Guests must inform the Business Manager of their intent to eat at the dining hall and pay for their meal upon arrival at camp.

TO: Boy Scout Summer Camp Leaders
FROM: Russell Etzenhouser
Director of Support Services
SUBJECT: Texas Youth Camp Safety Act Compliance Procedures
DATE: February 1, 2009

This memo will set forth immediate procedures to be followed so that all Circle Ten Council camps will be in compliance with the Texas Youth Camp Safety Act.

BSA Membership

All camp staff members must be registered members of the Boy Scouts of America. A camp staff member is defined as any person, regardless of age, who serves under the direction of a Camp Director in the operation of a youth camp. (This includes all unit leaders and parents who attend any day camp, twilight camp or resident camp.) Before the above listed individuals have in-camp contact with youth, documentation must be in the hands of Camp Administration. We recommend that this be done at least two weeks prior to the opening of day camps or upon arrival to the Camp Business Office for all resident camps.

The following documents must be on file at the camp and available for inspection, and must be returned to the Professional Staff Advisor at the conclusion of camp:

1. Completed Adult Application (responsibility of staff member and Unit leadership); and
2. Copy of Sexual Offender database check (responsibility of staff member and Unit leadership).

Please ensure that the adult application is complete in its entirety. Do not overlook any area of the application. In addition to name and address information, each of the questions must be answered and then signed and dated by the applicant. No other signatures are required for the purpose of fulfilling the state requirements.

Adult applications are available online at <http://www.scouting.org/filestore/pdf/28-501.pdf> (English) and <http://www.scouting.org/filestore/pdf/28-502.pdf> (Spanish).

To obtain a Sexual Offender database check at no charge, the individual should go to the Texas Department of Public Safety Criminal Records Service website at:

https://records.txdps.state.tx.us/DPS_WEB/SorNew/index.aspx

Enter the Sex Offender database by clicking the NAME link under Sex Offender Searches. Search using first name, last name and date of birth. Print out the results. (You may print by highlighting the results page, FILE, PRINT, check SELECTION box and then PRINT. Print one copy and then attach to the Adult Application.

NOTE: These documents contain sensitive information and will be secured in a locked file on site. Access is to be limited by only those who have a genuine need to know.

Youth Protection Training

All camp staff members, as well as unit leaders, must successfully complete the Boy Scouts of America's online Youth Protection Training before they can have contact with campers at a youth camp. The training course is available at:

<http://www.myscouting.org/>

There is one document that must be on file at the camp with Camp Administration and available for inspection. These documents are not returned to the individual as they depart camp.

1. Copy of the Preliminary Certification Card page. (Responsibility of Camp Staff and Unit leadership).

You will need to leave the copy of your training card at camp. You may log back in to the online training to print additional copies if want.

NOTE: The State of Texas has approved the online version of BSA Youth Protection Training. A certificate is only issued upon the successful completion of the test. The training is good for 24 months; however, a new certificate must be presented to each camp.

In summation, you must have the three referenced documents on file with Camp Administration to be able to participate in a youth camp in the State of Texas. Circle Ten Council is required to maintain the full set of these documents on file for 24 months from the end of camp.

What to Bring to Camp

Scout Uniform

- Official Shirt
- Official Shorts/Long Pants
- Scout Belt
- Scout Socks
- Scout Hat (if part of troop uniform)

Camp Uniform

(daily wear for 7 days)

- Camp T-Shirts
- Handkerchiefs
- Socks (3-5 pair)
- Sweater or jacket
- Swim trunks
- Raincoat or poncho
- Underwear
- Hiking shoes and tennis shoes
- Bath towel and soap with dish
- Shower shoes
- Toothbrush and toothpaste
- Comb or brush
- Drinking cup
- Water bottle/canteen
- Sleeping bag or 3 blankets and pillow
- Cot or sleeping pad
- Flashlight (extra batteries)
- Bible or prayer book
- Boy Scout Handbook
- Notebook paper and pencil or pen
- Jeans (long pants)
- Insect repellent (NOT AEROSOL)
- Hat or cap
- Sun screen
- Long sleeve shirt (for swimming merit badge)
- COMPLETED MEDICAL FORM

Optional Equipment

- Musical instrument
- Sewing kit
- Camera and film
- Pocket knife (tote'n chip)
- Binoculars
- Clothes line (clothes pins and flagging tape)
- Work gloves
- Envelopes, paper and stamps (don't forget to write home)
- Backpack (for backpacking merit badge)
- Bicycle and helmet (for cycling merit badge)
- Fishing Pole and tackle (license if 17 or older)
- Spending money

DO NOT BRING

- Fireworks
- Firearms
- Valuables
- Alcohol or drugs
- Sheath knife
- Pets (Including parents night)