



2024 Summer Camp - Camp Constantin

Class Catalog

Event Contacts

Name	Title	Phone	Email
Ryan Downey	Asst. Camp Director	214.902.6764	ryan.downey@scouting.org
Jamel Holmes	Camp Director	972.504.3113	jamel.holmes@scouting.org
Paula Bramble	Registration Assistance	214.902.6707	paula.bramble@scouting.org

Registration opens July 15, 2023
Visit www.scoutingevent.com/571-2024SummerCampCON to register



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CON58 Advanced Sailing

For those that have completed the Small-Boat Sailing merit badge, new challenges await. We have larger boats for the advanced sailing students. We have 2 16' sloops plus a 14'. These are great boats for our lake. Keep in mind this is not a merit badge, but you sign up for it as if it were.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Minimum Age: 14

Maximum number of participants: 8

Sessions: Week 1

Prerequisites: Must pass swim test. This is a 2-hour class from 10-12.



CON1 Animation

This class offers computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON2 Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$10.00

Minimum Age: 11

Maximum number of participants: 16

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$10.00

Minimum Age: 11

Maximum number of participants: 16

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$10.00

Minimum Age: 11

Maximum number of participants: 16

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$10.00

Minimum Age: 11

Maximum number of participants: 16

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE IF PARTICIPANT QUALIFIES



CON3 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

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11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: INCOMPLETE MERIT BADGE



CON8 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward
Minimum Age: 14
Maximum number of participants: 15
Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward
Minimum Age: 14
Maximum number of participants: 15
Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward
Minimum Age: 14
Maximum number of participants: 15
Sessions: Week 1
Prerequisites: Requires 1 late night session
NOTE: Requires one late night session COMPLETE MERIT BADGE



CON4 Automotive Maintenance, Farm Mechanics

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$10.00
Maximum number of participants: 12
Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$10.00
Maximum number of participants: 12
Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$10.00
Maximum number of participants: 12
Sessions: Week 1
Prerequisites: Dual Merit Badge
 Automotive Maintenance Complete, Farm Mechanics Incomplete

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CON5 Backpacking, Hiking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

9-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Dual Merit Badge. Bring your pack and good hiking shoes or boots. Hikes every morning. Hikes leave at Breakfast Tues.-Friday.

BOTH INCOMPLETE MERIT BADGES



CON79 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON67 BSA Stand Up Paddleboarding

Stand Up Paddleboarding

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

NOTE: Must pass BSA Swimmer test

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CON9 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of themselves while camping would have the confidence to meet life's other challenges, too.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 12

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 12

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Minimum Rank: Second Class

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: Recommended for 2nd year campers. 2nd Class rank and age 12 .
Partial MB. Requirement 9 competed outside of camp.

INCOMPLETE MERIT BADGE

NOTE: Partial MB. Requirement 8d and 9a & b completed outside of camp.

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CON84 Canoe Trek Program

Camp Constantin is proud to launch our brand-new trek program! This trek will consist of camping off-site away from camp on the various camping grounds around Possum Kingdom Lake (each within 15 minutes driving distance from camp) under the supervision of our Trek Directors. Scouts who participate will earn merit badges, awards and certifications while out and about on the trek. This is a great opportunity to experience something new and exciting and out of the norm of the regular summer camping experience.

9-3:55 PM **Days:** Mo Tu We Th Fr **Room:** Camp Office / HQ **Instructor:** Josh Smith

Additional Fee: \$200.00

Minimum Age: 15

Maximum Age: 20

Minimum Rank: First Class

Minimum number of participants: 6

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: Program runs Monday morning to Friday morning

Maximum of 10 Scouts per trek

Minimum age: 15 years of age or old and have achieved Swimmer classification. Scouts

BSA/Venturing/Sea Scout youth only.

Additional personal gear needed (see Trek Program Gear List in the Program Guide - available March 1)

Merit Badges and awards earned: Exploration Merit Badge, Paddle Craft Safety card, Snorkeling Award, 50-miler award

Training completed: Safe Swim Defense, Safety Afloat, Hazardous Weather (done online on Monday at camp)

Cost: \$200 (in addition to main summer camp registration fee). This includes dedicated trained trek staff, supplies, awards and certificates.



CON10 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 16

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 16

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 16

Sessions: Week 1

Prerequisites: Must Pass 1st Class Swim Test before taking course

COMPLETE MERIT BADGE

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CON11 Chemistry, Nuclear Science

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Dual Merit Badge

COMPLETE MERIT BADGE



CON12 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 20

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON77 Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

3-3:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE

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CON13 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens of their country by becoming aware of their liberties and rights as well as responsibilities as citizens, learning about the designated functions of our government, and engaging with a speech from an important figure in U.S. history.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE



CON14 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries Scouts will learn about current events, international law vs national law, and how they can make a difference in today's world.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE

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CON15 Communication

The Communication merit badge teaches Scouts how to creatively, ethically, and efficiently communicate to others. This summer, Scouts will plan skits, conduct speeches, and track their own communications activities, all in a safe and welcoming environment as a way to develop their own communication skills and earn requirements for this Eagle Required merit badge.

9-9:55 AM	Days: Mo Tu We Th Room: Eagle's Landing Instructor: Jack Rotenberry Minimum Age: 12 Minimum Rank: First Class Maximum number of participants: 12 Sessions: Week 1
10-10:55 AM	Days: Mo Tu We Th Room: Eagle's Landing Instructor: Jack Rotenberry Minimum Age: 12 Minimum Rank: First Class Maximum number of participants: 12 Sessions: Week 1
11-11:55 AM	Days: Mo Tu We Th Room: Eagle's Landing Instructor: Jack Rotenberry Minimum Age: 12 Minimum Rank: First Class Maximum number of participants: 12 Sessions: Week 1
2-2:55 PM	Days: Mo Tu We Th Room: Eagle's Landing Instructor: Jack Rotenberry Minimum Age: 12 Minimum Rank: First Class Maximum number of participants: 12 Sessions: Week 1
3-3:55 PM	Days: Mo Tu We Th Room: Eagle's Landing Instructor: Jack Rotenberry Minimum Age: 12 Minimum Rank: First Class Maximum number of participants: 12 Sessions: Week 1 Prerequisites: INCOMPLETE MERIT BADGE

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CON17 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Additional Fee: \$10.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Additional Fee: \$10.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Additional Fee: \$10.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Additional Fee: \$10.00

Minimum Age: 12

Minimum Rank: First Class

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: 1st class and 12 years old. Must have completed all cooking requirements through 1st Class. This is a partial MB. Requirements 4 & 5 completed at home and in the troop.

INCOMPLETE MERIT BADGE

NOTE: Partial MB.



CON70 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Maximum number of participants: 10

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Maximum number of participants: 10

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE

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CON20 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 12

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE



CON21 Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON78 Entrepreneurship

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON22 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE

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CON23 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 24

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 24

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 24

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 24

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 24

Sessions: Week 1

Prerequisites: Demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks.

COMPLETE MERIT BADGE

NOTE: 2 sections



CON56 First Year Camper (Brazos Buccaneers)

This is a 3-hour class that we offer from 9:00 a.m. to 12:00 p.m. We designed this program for the Scouts in their first six months with a Scout BSA troop. They will spend their time focused on basic Scouting skills and having FUN!!! We know that many youth and parents expect summer camp to be an opportunity to earn merit badges. Consequently, these Scouts enrolled in the First Year Camper program 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:

Basketry and Leatherwork (Combo Class), Indian Lore, Art, Sculpture, Woodcarving, Mammal Study and Nature (Combo Class), Swimming*

9-12 PM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class **Instructor:** Nicholas Landry

Sessions: Week 1

Prerequisites: If your Scouts would like to register for this program, simply select First Year Camper (Brazos Buccaneers) from the menu 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 their designee. All we will do is provide instruction in those requirements.

NOTE: 3 hour class, 9-12.



CON71 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE (Req 7)

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CON24 Fishing

Baden-Powell offered this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-9:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: Bring a fishing pole. Scouts cook a fish on Friday

COMPLETE MERIT BADGE

NOTE: Bring fly rod & reel if able. Class will cook fish on Friday morning.



CON62 Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

9-9:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th Fr **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: Bring a fly rod and reel if you have one. Scouts cook a fish on Friday.

COMPLETE MERIT BADGE

NOTE: Bring fly rod & reel if able. Class will cook fish on Friday morning.



CON25 Geocaching, Orienteering

Earn two merit badges in one class.

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 15

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: BOTH INCOMPLETE MERIT BADGES

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CON26 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 15

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON34 Golf (2024 version), Personal Fitness (2023 version)

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

9-10:55 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing **Instructor:** Jack Rotenberry

Additional Fee: \$5.00

Minimum Age: 13

Minimum Rank: Star

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: Dual Merit Badge, partial on both



CON27 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples. Focus on the Comanche of Texas.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$15.00

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON64 Instructional Swim

Needing some assistance to pass the First Class Swim Test? Come out and get training and support for our amazing Aquatics staff!

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 10

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 10

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 10

Sessions: Week 1

Class Catalog

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CON83 Inventing (2023 version)

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

10-10:55 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 10
Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 10
Sessions: Week 1



CON28 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Minimum Age: 12
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE



CON80 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman
Additional Fee: \$15.00
Maximum number of participants: 12
Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 12
Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft
Additional Fee: \$15.00
Maximum number of participants: 12
Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman
Additional Fee: \$15.00
Maximum number of participants: 12
Sessions: Week 1
Prerequisites: COMPLETE MERIT BADGE

Class Catalog

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CON29 Lifesaving

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Minimum Age: 12

Maximum number of participants: 25

Sessions: Week 1

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Minimum Age: 12

Maximum number of participants: 25

Sessions: Week 1

Prerequisites: Must have earned Swimming Merit Badge

COMPLETE MERIT BADGE



CON30 Mammal Study, Nature

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 20

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 20

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: dual Merit Badge

BOTH COMPLETE MERIT BADGES



CON31 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE

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CON32 Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 12

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: Must pass 1st Class Swim Test

Must obtain Texas boater's license (online at <https://boatus.org/free/>)

Age requirement is TX state law

INCOMPLETE MERIT BADGE (must obtain Texas boaters license)



CON33 Moviemaking, Photography

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

9-9:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Dual Merit Badge. Bring a digital camera or a phone with camera. "GoPro" is acceptable.

COMPLETE MERIT BADGES

NOTE: Requires a camera (phone will do), and a current, up-to-date Cyber Chip



CON82 Oceanography (2013 version)

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Nature

Maximum number of participants: 15

Sessions: Week 1

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CON81 Outpost Adventure

Spend meal time away from the dining hall. Enjoy Hunt Brothers pizza for lunch. Hang out and listen to music with friends and other Scouts. During this time the older Scout who attends will have the opportunity to enjoy older Scout activities. This is a 2hr long session and takes place at our outpost site on camp. The Scouts will meet at the waterfront and be transported by boat. All must be swimmers, at least first class and 15 years old.

12-12:55 PM **Days:** Tu Th **Room:** Aquatics **Instructor:** April Tate

Additional Fee: \$15.00

Minimum Age: 15

Minimum Rank: First Class

Minimum number of participants: 2

Maximum number of participants: 5

Sessions: Week 1

Prerequisites: Must be a swimmer. Must be at least First class rank and be at least 15 years of age.



CON37 Pioneering

Pioneering teaches the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars and is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Maximum number of participants: 18

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON38 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON73 Pottery

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$10.00

Maximum number of participants: 80

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE

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CON74 Programming

Programming Merit Badge. Learn about basic programming in our Computer Lab.

11-11:55 AM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM **Instructor:** Sean Hakes
Maximum number of participants: 12

Sessions: Week 1

Prerequisites: You must earn your Cyber Chip prior to camp and show your counselor your current, up-to-date Cyber Chip.

COMPLETE MERIT BADGE



CON54 Rank: First Class

Scout First Class rank advancement. We set aside specific instruction times to address the requirements for First Class in the afternoon. There are no requirements for participation. Like the First Year Camper Program, our staff will not actually be signing-off requirements. It remains the responsibility of the Scoutmaster or their designee to determine if the Scout has completed the advancement requirements.

3-3:55 PM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class **Instructor:** Nicholas Landry

Sessions: Week 1



CON55 Rank: Second Class

Scout Second Class rank advancement. We set aside specific instruction times to address the requirements for Second Class in the afternoon. There are no requirements for participation. Like the First Year Camper Program, our staff will not actually be signing-off requirements. It remains the responsibility of the Scoutmaster or their designee to determine if the Scout has completed the advancement requirements.

2-2:55 PM **Days:** Mo Tu We Th **Room:** TFC: Trail to First Class **Instructor:** Nicholas Landry

Sessions: Week 1



CON39 Reptile and Amphibian Study

Youth always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE (req 8)



CON40 Rifle Shooting (Option A - Modern Cartridge)

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$15.00

Minimum Age: 12

Maximum number of participants: 16

Sessions: Week 1

2-3:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich

Additional Fee: \$15.00

Minimum Age: 12

Maximum number of participants: 16

Sessions: Week 1

NOTE: 2 hour class. Requires time on Friday

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CON41 Rowing

Rowing teaches the use of oars as a means of propelling boats and has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Maximum number of participants: 12

Sessions: Week 1

Prerequisites: Must pass 1st class swim test prior to class

COMPLETE MERIT BADGE



CON42 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman
Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman
Additional Fee: \$5.00

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON43 Search and Rescue

This Merit Badge reviews the process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue. It also discusses how to identify differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. We show how to determine when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart
Maximum number of participants: 18

Sessions: Week 1

Prerequisites: INCOMPLETE MERIT BADGE



CON44 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

10-11:55 AM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich
Additional Fee: \$50.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Week 1

2-3:55 PM **Days:** Mo Tu We Th **Room:** Shooting Sports **Instructor:** Scott Aldrich
Additional Fee: \$50.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE IF PARTICIPANT QUALIFIES

NOTE: 2 hour class

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CON46 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

9-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Minimum Rank: First Class

Maximum number of participants: 20

Sessions: Week 1

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Minimum Rank: First Class

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Must pass the 1st Class swim test prior to class. Should have Swimming MB already.

COMPLETE MERIT BADGE

NOTE: 2 hour class, should have swimming MB already



CON47 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

11-11:55 AM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$10.00

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Nature **Instructor:** Dean Ward

Additional Fee: \$10.00

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE



CON49 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

9-9:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 30

Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 30

Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 30

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 30

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate

Maximum number of participants: 30

Sessions: Week 1

Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE

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CON59 Water Odyssey Adventure

The Water Odyssey is a series of aquatics-based activities from paddle craft to sailing to water sports 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. The Odyssey includes an over-night for those who want to boat out and camp.

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Additional Fee: \$25.00
Minimum Age: 14
Minimum Rank: Life
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: 14 years of age
 Life Scout or higher
 Swimmer classification on BSA Swim Test
 Small Boat Sailing merit badge

NOTE: 2 hour class



CON50 Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

9-10:55 AM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Additional Fee: \$30.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: Week 1

2-3:55 PM **Days:** Mo Tu We Th **Room:** Aquatics **Instructor:** April Tate
Additional Fee: \$30.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Must pass 1st Class Swim Test prior to class

COMPLETE MERIT BADGE

NOTE: '2 hour class



CON51 Welding

Come learn basic welding techniques and safety. Go home with a steel eagle!

9-9:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: Week 1

10-10:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: Week 1

11-11:55 AM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Industrial Arts **Instructor:** Matthew Futrell
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: Week 1
Prerequisites: COMPLETE MERIT BADGE

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CON52 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

2-2:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Scoutcraft **Instructor:** James Hart

Minimum Age: 12

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: Involves an overnight campout

COMPLETE MERIT BADGE

NOTE: Requires one night out



CON53 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

10-10:55 AM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$6.00

Maximum number of participants: 12

Sessions: Week 1

2-2:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$6.00

Maximum number of participants: 12

Sessions: Week 1

3-3:55 PM **Days:** Mo Tu We Th **Room:** Handicraft **Instructor:** Daisy Brockman

Additional Fee: \$6.00

Maximum number of participants: 12

Sessions: Week 1

Prerequisites: COMPLETE MERIT BADGE