

2025



# SCOUTS BSA SUMMER CAMP LEADERS' GUIDE







## Table of Contents

Circle Ten Summer Camps .....	5
Welcome to the 2025 camping season! .....	5
Saturday Departure .....	5
Camper Equipment Checklist .....	6
What to Bring to Camp .....	6
Hammocks .....	7
Bicycles .....	7
Cots .....	7
Personal Possessions .....	7
Personal Boats at Camp Constantin .....	7
Unit Equipment Checklist .....	8
Special Notes .....	9
Scouts BSA Program Overview .....	10
Note on Merit Badge Fees .....	10
OA events and Scoutmaster information .....	11
Arrival and Departure Procedures .....	12
Check-in .....	12
IMPORTANT NOTES .....	14
Adult Supervision .....	14
Commissioner Service .....	14
Campsites .....	15
Tents .....	15
Campsite Pavilions .....	15
Vehicles in Camp .....	15
Trash Collection .....	15
Wi-Fi at Camp .....	16
Swim Tests .....	17
Transportation .....	17
Check-out .....	18
Trading Post & Other Notes .....	19
Spending Money .....	19



First Aid.....	19
Buddy System.....	19
Scout's Own Interfaith Service .....	19
Conservation and Camp Improvement Projects .....	19
Meals & Table Waiters .....	20
Dining Hall Etiquette.....	20
Table Waiters .....	20
Program at Meals.....	20
Table Waiter Responsibilities .....	20
Table Waiter Duties.....	20
Special Meals .....	20
Health and Safety .....	21
Guide to Safe Scouting.....	21
Alcohol, Illegal Drugs, and Controlled Substances.....	21
Tobacco .....	21
Drinking Water .....	21
Staff Housing.....	21
Camp Curfew .....	21
Firearms, Ammunition, Fireworks, Bows and Arrows .....	21
Fires, Liquids and Propane Fuels .....	22
Transportation .....	22
Vehicles in Camp .....	22
Closed-toe Shoes .....	22
Homesickness .....	22
Health Lodge .....	22
Administration of Medications.....	23
Emergencies .....	23
Inclement Weather.....	23
Heat Alert .....	23
You Must Check Out of Camp.....	24
Medical Insurance .....	24
Policy on Insurance Claims .....	24
Visitors .....	24



2025 CAMP CONSTANTIN/ JACK D. FURST AQUATICS BASE.....	27
Legacy of Scout Camping at Possum Kingdom Lake .....	28
General Information.....	29
Mailing Address .....	29
Emergency Telephone Number.....	29
Camp Headquarters' Hours .....	29
Camp Leadership.....	29
Summer Camp Leaders' Meetings.....	30
Camp Constantin Meetings.....	30
Program Overview .....	31
New for 2025 .....	32
Merit Badges .....	32
Program .....	32
Special Opportunities for Scouts 15+ years of age.....	32
Adult Opportunities.....	34
The Constantin Bell .....	35
Emergency Bell .....	35
Daily Schedule .....	36
Bathhouse Schedule & Rules.....	37
Fun & Games .....	38
Weekly Schedule .....	40
Additional Program Information.....	41
2025 TREVOR REES-JONES SCOUT CAMP .....	43
General Information.....	44
Mailing Address .....	44
Emergency Phone Number.....	44
Camp Headquarters' Hours.....	44
Camp Leadership.....	44
Summer Camp Leaders' Meetings.....	45
TRJ Scout Camp Meetings .....	45
Program Overview .....	46
At TRJ for 2025 .....	47
COPE.....	47



All-Terrain Vehicles .....	47
Fishing .....	48
Horse Program.....	48
Adult Opportunities .....	49
Daily Schedule .....	50
<b>DAILY EVENTS</b> .....	51
Detailed Weekly Schedule.....	53
Additional Program Information.....	54
APPENDIX I: CHECK-IN CHECKLIST .....	55
Unit Paperwork .....	55
Youth Paperwork .....	55
Cowboy Action Shooting Release.....	56
Adult Paperwork .....	55
APPENDIX II: ADULT TRAINING INSTRUCTIONS .....	57
Youth Protection Training.....	57
Hazardous Weather Training .....	58
Adult in Camp State Compliance Form .....	59



# CIRCLE TEN SUMMER CAMPS

## WELCOME TO THE 2025 CAMPING SEASON!

We are very excited about our 2025 camping season and sincerely hope you and your unit are as well.

The primary purpose of camp is for Scouts to have FUN! While advancement is undoubtedly an important aspect of the camping experience, we must ensure that our Scouts can engage in many programs that they will enjoy. As an example, for Scouts BSA, we designed makeup day on Friday morning to help our Scouts catch up when they miss some requirements because they were experiencing other activities and programs at camp.

This guide contains important information *for leaders* about camp and how to prepare for summer camp to make it more enjoyable for your Scouts. For details about *each camp* see the Leaders' Guide Section for Constantin or Trevor Rees-Jones.

For program offerings, see the individual camp Program Guide available on March 5. Classes open for selection online on March 26 at 2:00 p.m.

With all the program upgrades over the last few summers, it is VITAL that your unit takes time to discuss program offerings with your Scouts and allow them to make choices based on current offerings.

**Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.**

## Saturday Departure

We will complete camp on Saturday morning with a grab and go breakfast and ask troops to leave before 10:00 a.m.

And as always: THE *BEST* IS YET TO COME!



# CAMPER EQUIPMENT CHECKLIST

We strongly suggest that you label each item of clothing and equipment (including the water bottle) with the Scout's name and troop number. This helps staff return lost items.

## What to Bring to Camp

One of the Methods of Scouting is the uniform. The Scouting America uniform builds individual and unit pride. The dress of a unit reflects the leader's attitude toward wearing the uniform. We encourage all Scouts to arrive at camp and depart in their Field Uniform (Class A). We also wear the uniform for evening flags and for dinner. We wear our OA sashes on Friday, and for any OA ceremonies. At other times Scouts should wear their Activity (Class B) uniform.

### Scout Uniform

- o Official shirt
- o Official shorts/long pants
- o Scout belt
- o Scout socks (2 pair)
- o Scout hat (if part of troop uniform)
- o Camp uniform (USED DAILY – 6 DAYS)
- o Camp or troop t-shirts
- o Socks (3 – 5 pair)
- o Swimsuit
- o Raincoat or poncho
- o Underwear
- o Hiking shoes and tennis shoes (closed-toe)

### Necessary Equipment

- o Bath towel and soap with container
- o Shower shoes (closed-toe)
- o Toothbrush and toothpaste
- o Comb or brush
- o Drinking cup
- o Water bottle
- o Lightweight sleeping bag or 2 sheets and 1 blanket
- o Cot or sleeping pad (Camp does **not provide** cots)
- o Sleepwear
- o Flashlight (extra batteries)
- o Religious materials
- o Scout Handbook
- o Small backpack (book bag)
- o Notebook paper and pencil or pen
- o Insect repellent (non-aerosol)
- o Hat or cap
- o Sunscreen
- o COMPLETED Annual Health and Medical Record (A, B, & C)
  - including doctor's signature on Part C
- o Individual First Aid kit

### Optional Equipment

- o Wristwatch
- o Sunglasses
- o Personal first aid kit
- o Musical instrument
- o Sewing kit
- o Pocket knife
- o Binoculars
- o Clothesline (and clothes pins)
- o Work gloves
- o Battery operated fan and extra batteries
- o Survival kit (for Wilderness Survival merit badge)
- o Fishing pole and tackle (license if 17 or older)
- o Spending money
- o Ear plugs
- o Water shoes
- o Day pack or fanny pack
- o Camp box or locker with lock
- o Small rug or mat
- o Camp chair
- o (TRJ) long jeans for horseback riding
- o \$50-\$60 in spending money for trading post

### NOT SUGGESTED

- o Cell phone
- o Other electronic devices
- o Collections of value
- o Other valuables

### DO NOT BRING

- o Fireworks
- o Firearms
- o Valuables
- o Alcohol or drugs
- o Sheath knife
- o Pets (including parents' night)



## Hammocks

We do permit hammocks at camp. Mount them no higher than a Scout is tall. Do not mount hammocks on top of each other. Hang them from trees only, using straps to not damage trees. Do not mount hammocks inside tents. The frames will not handle hammocks.

<https://www.scouting.org/health-and-safety/safety-moments/hammock-camping/>

## Bicycles

We welcome anyone that would like to bring their bicycle to camp. Keep in mind that cyclists must follow all Scouting America policies while riding, which includes wearing a helmet. We do not allow bicycles until after adults have removed all cars from the campsites. This is for the overall safety of all our participants.

At TRJ there will be a bicycle safety course offered on Sunday after dinner and Monday after lunch. A tag will be issued upon completion. If any camper cannot attend, they should set a time with staff to get certified individually.

## Cots

Circle Ten Council Camps do NOT provide cots. We encourage you to bring your own.

## Personal Possessions

Camp is an outdoor experience. We understand that today's Scout does not often leave their cell phone at home. However, personal electronic devices are not appropriate for an outdoor experience. Circle Ten Council strongly discourages bringing them to camp. In all cases, do not leave personal valuables (watches, wallets, and money) out in the open at camp. Bring nothing to camp that you cannot replace. It is impossible to provide security for these items. We recommend 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.

## Personal Boats at Camp Constantin

Many leaders own boats. Leaders may bring their own boat to camp if the leader understands that even though they bring their own boat, the camp is still responsible for the leader and any youth aboard the boat. Boaters must follow the Scouting Code of Conduct and all Scouting America policies and procedures. While at summer camp, the Circle Ten Council has the responsibility to ensure safety of all activities. Here are the rules about personal boats:

- Contact the Camp Director before bringing the boat to camp.
- Circle Ten Council camps do not have space to dock any personal boats. Plan to tie up or beach at your campsite.
- All boats must have current registration.
- All boaters must wear properly fitted US Coast Guard-approved personal flotation devices (PFDs, life jackets) at all times.
- Leaders must take Safe Swim Defense and Safety Afloat training online. Keep a copy of your certificate for reference.
- If, at any time, any leader demonstrates questionable boating safety, the Camp Director has the authority to ask the leader to remove the boat from the water and trailer it in the parking lot.





## 2025 Circle Ten Summer Camps Leader's Guide

- Scouting America policy does not permit personal watercraft (such as jet skis or equivalent). We will ask any leaders bringing a personal watercraft to leave them trailered in the parking lot.
- We highly recommend having a Texas boaters license. The training is free and the license costs \$11. See <https://courses.boatus.org/>

### Unit Equipment Checklist

What troops should bring. We suggest that each troop bring these items to camp. Please **label each item** with your troop number. This will be helpful in returning lost items to the troop.

#### Equipment

- US Flag
- Troop flag
- Patrol flags
- Troop library
- Unit first aid kit
- Rake
- Shovel
- Broom
- Troop bulletin board
- Rope (for camp gadgets and knot instruction)
- Paper Towels
- Axe yard items (hand axe, bow saw, sharpening stone, etc.)
- Secure (lockable) storage bin (for money & medicines)
- Water containers
- Drinking cups
- Ice cart (we sell ice but you need to transport)
- Lanterns
- Trash bags
- Buckets for water for camp fires (if not under fire ban)
- Toilet paper



## SPECIAL NOTES

**Med Forms:** Turn in all medical forms to Camp Health Officer in Med/First Aid Lodge.

**All Other Forms:** go to the Camp Office at check-in *including for each adult*:

Copy of a valid Youth Protection certification training valid for two years if not listed on the troop's official roster. Copy of training roster for the unit from My.Scouting.org will also work for all adults.

**Swim Check Forms:** If you have them, please email a copy early to the Camp Director. Do bring a copy with you as well to hand to Aquatics staff to get your wristbands.

**Campsites and Electricity:**

Camp Constantin has one site (Indian Mound) with electricity but all other sites have NO electricity. TRJ Scout Camp pavilions have limited electricity. If you need power, you must bring a battery pack or use solar power. Charging for adults is available in the Scoutmaster Lounge. Extension cords may not be run into tents. **People may not add extension cords or plug into any camp buildings. (A SCOUT IS OBEDIENT)**

**Mobility Issues:** The camp terrain is rocky, and the roads are unpaved. If you have adults with mobility issues, you may want to consider renting a golf cart for them to get around. We limit the amount of vehicle traffic in camp.

**Wrist Bands:** We require everyone in camp not on staff to wear a wrist band. This is for security and safety. Further, we use them in Aquatics to designate swimming ability. We use blue for swimmer, red for beginner, and white for non-swimmers and people who did not take the swim test. Ensure everyone in your troop has a wrist band on.

**Vehicle Storage:** All vehicles must be parked in designated parking areas with proper ID tags displayed. Only one car/vehicle/trailer will be allowed in campsites. The owner of each vehicle is the person solely responsible for its security. The Circle Ten Council is not responsible for loss or damage caused by fire, storm, theft or vandalism to any person, vehicle, and trailers or for any loss or damage to articles left in vehicles. We do offer a charging station for electric vehicles for \$10.

**Visitors:** We understand leaders and Scouts may need to leave camp for a variety of reasons. For safety reasons, please make sure to always check in or check out at the Camp Headquarters with our Office Manager in our visitors and Scout log. Scouts must have a parent or guardian come in to sign them in if they are coming to camp late or out if they are leaving.

**Tents & Cots:** Camp provides 1 walled canvas tent on a wood platform for every two people, including adults. Units must adhere to the Guide to Safe Scouting. Camp will provide extra tents to meet YPT rules. Units may bring personal tents. Camp does not provide cots.



# SCOUTS BSA PROGRAM OVERVIEW

Welcome to Camp! First and foremost, our staff dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout troop. This is the Circle Ten Council Summer Camp Mission.

Our camps are filled with a diverse merit badge selection and staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their Trail to Eagle.

## NOTE ON MERIT BADGE FEES

The camp will charge all fees for merit badges directly to the unit. Units will pay the fees for classes at the time of class selection. The unit must check out online prior to camp to confirm the classes. Any class changes made at camp will be paid when the troop reconciles their account balance with the Assistant Camp Director at camp. All your Scouts need to do is show up at their assigned class and their supplies will be waiting for them. For example, if you sign a Scout up for Wood Carving Merit Badge, camp will automatically charge your unit \$15 on the invoice and the Scout can simply pick up their merit badge kit from their instructor. The Trading Post will still have kits available for purchase should a Scout want to do a project for fun, but they will no longer have to buy a kit from the trading post before class.

## Eagle Required Merit Badge Complexity



See each camp's Addendums and postings online for additional program information, daily, and weekly schedules.

The "2025 Class Catalog" contains all merit badge and class information.



## OA EVENTS AND SCOUTMASTER INFORMATION

### General

- Have your OA members bring their sash to camp!
- Check in with OA Camp Chief at check-in.
  - Provide list of names for Call-out
  - Provide list of names for Brotherhood
    - May add to names as week goes on
    - \$20 required to pay for sash – payable to Circle Ten Council
- Mikanakawa dues may be paid at camp – payable to Circle Ten Council

### Monday

- **Brotherhood candidates** pick up re-dedication paperwork from Camp Chief

### Thursday

- **Brotherhood candidates** meet after lunch to review requirements and paperwork. For Brotherhood and ceremony days and times, check with your Camp Chief.

### Friday

- **OA Call-out**
  - Please schedule with the Camp Chief
  - OA members wear sash, preferably with Field Uniform
  - All Scouts, Scouters, and parents are welcome

### Out-of-Council Troop

If your home Lodge is not Mikanakawa (Circle Ten Council), we still may host your call-out. We will need a letter/email from your Lodge Chief (or Lodge Adviser) permitting us to do so.





# ARRIVAL AND DEPARTURE PROCEDURES

## CHECK-IN

*You need these forms to check in:*

1. Troop roster: A copy of your Scouting America generated roster with the names of those youth and adults in attendance highlighted. Must be the PDF version downloaded from my.scouting.org.
2. 1 copy of a severe **weather hazard training** certificate (at least 1 adult must have the training)
3. Medical forms (see details below) for each person (alphabetical order by last name)
4. **For Each Adult**
  - a. Copy of a valid Youth Protection certification if not listed on the official Troop roster. (Training valid for two years) Note: Camp can accept a PDF of the YPT roster printed from my.scouting.org for the troop with attendee names highlighted.
  - b. Adult in Camp State Compliance Form (see Appendix)If any of these forms are missing, the camp cannot allow the adult to remain at camp overnight.

## *Check in Times:*

You will sign up for check in arrival times online where you make your reservation. Please plan to arrive at your appointed time and please make sure that your unit brings the listed items for check-in (due to limited copy paper and ink, the camp office cannot make copies at camp.)

If you arrive early, your unit will need to remain in the parking lot until staff arrives to begin the process. The staff will direct your unit on where to park and gathering instructions. Travel to campsites, swim checks, and exploration will not occur until the check-in process is complete, except as part of the check-in tour.

## *Further explanations:*

**Roster:** To better serve your unit, we are asking that you bring a Scouting America generated roster (PDF version) which indicates Scouts and leaders who will be camping with us during the week. You must list all adults and youth that will be spending at least one overnight on your Scouting America generated roster. Retrieve this roster from my.scouting.org. Simply log in to your <https://my.scouting.org/> account and find the "Member Manager" tab on the left-hand side. Find the Roster information under "Roster Details". You can export certain roster information from there including a list of every Scout registered in your unit. From there we would ask that you highlight those in attendance for your summer camp adventure. Your local council service center, or your district executive can also help you obtain a Scouting America generated roster.

**Weather Hazard Training:** Available from <https://my.scouting.org/>. Each adult should take this course. We need at least one copy of a leader's certificate.

**Medical form:** A copy of the complete **Annual Health and Medical Record (parts A, B and C)** including a copy of the insurance card front and back for all Scouts and adult leaders



attending camp. We will return all medical forms to the troop after camp concludes. Date all immunization information with year received. Many troops put their forms in a loose-leaf notebook for ease of handling and return. This is helpful to camp staff as well. Please bring forms in alphabetical order by last name. Find forms at: <https://www.scouting.org/health-and-safety/ahmr/>. The State of Texas and Scouting America requires all participants spending at least one night in the campsite to submit all three parts of the Scouting America health and medical record signed and dated within the previous 12 months.

***Reconcile Fees:***

During the check-in process you will set an appointment with the Assistant Camp Director to reconcile your camp fees later. At that time the camp will collect any outstanding fees from the troop.

**Camp check-in occurs at your designated time on Arrival Day.**

***Process:*** When you first arrive at camp, a camp staff member, who will serve as your Staff Guide for the orientation period, will meet your troop to begin the check-in process and prepare your Scouts for medical re-checks, swim checks, and a tour of camp.

- One adult leader is responsible for checking in the troop at camp headquarters.
- One adult takes medical forms to the Health Lodge.
- All go to the Dining Hall for a briefing. We will go over meal time procedures.
- After you and your Staff Guide/Ambassador inspect camp-supplied equipment for damage, your troop can begin to set up your site.
- All go to campsite and change to prepare for swim check, if needed.

**ALL TRAININGS MUST BE COMPLETED PRIOR TO ARRIVAL AT CAMP.**

**ALL CERTIFICATES AND FORMS MUST BE PRINTED PRIOR TO ARRIVAL AT CAMP.**

Please take the time to note any damaged equipment so that we may repair or replace it and thus not charge your troop at the end of your week (troops must pay for any equipment they damage).

**NOTE: To ensure safety, staff will allow only one vehicle per unit into the campsite to deliver gear.**

***Scoutmaster and Senior Patrol Leader meeting:*** Sunday, following dinner.



## IMPORTANT NOTES

The safety of our campers and staff is a priority, as well as the enjoyment of the program areas.

If any unit or individual needs to leave camp before the scheduled morning camp check-out on the last day, the **only times** that the gates will be opened to enter camp and drive to the campsite will be between the hours of 12:00 p.m. – 1:00 p.m. or 4:15 p.m. - 5:30 p.m.

**There will be no driving in camp during program hours except as necessary by camp staff or in case of an emergency.** Please “be prepared” and plan accordingly.

The front gate is closed each night from 11:00 p.m. – 6:00 a.m. If anyone must leave camp and return between these times, they will have to speak with the camp office prior to departure to get instructions for reentry.

### **Adult Supervision**

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law. Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies. Adult leaders are responsible for monitoring behavior and intervening when necessary. All leaders are required to adhere to the Scouter Code of Conduct.

Supervision includes, but is not limited to, while Scouts are in the campsite, in classes, at showers, at meal time, and in rest rooms. Adults are responsible to oversee all Scouts and ensure they follow the Oath and Law and intervene when they do not.

### **Commissioner Service**

All the areas of our camp need adult supervision. We are asking adult volunteers to serve as a commissioner for a week. This is volunteer service to the camp and the troop. Commissioners may stay with their unit or in a spot provided by the camp, but they will have responsibilities during the day other than their troop. All commissioners will receive camp patches and a special camp commissioner patch.

All commissioners report to the Lead Commissioner, a seasonal employee who works with the Camp Director, works for multiple weeks if not the whole summer, and is part of the “Key-3” of the camp. All commissioners will also help serve meals.

***Merit Badge Commissioners*** - These provide adult supervision in the merit badge areas of camp and work with the Area Directors. They may help with instruction, but do not have to do so. They will work in the same area all week. Adults with specialized skills or certifications, such as NRA or aquatics, are very appreciated.

***Maintenance Commissioners*** - These work with the Ranger and the Quartermasters to make repairs around camp. They may be asked to work in a specialized area, such as Aquatics.



**Campsite Commissioners** - These are the people who work with the units to help them solve problems. If space is available, campsite commissioners may be offered a cabin or large tent with power.

## **Campsites**

At Resident Camp, units camp jamboree style with multiple units in a single campsite. Camp maps are available online and show the formal campsites that are used during camp. Due to circumstances outside the control of Camp Staff, the use of temporary campsites may need to be used. These will be added to the map, as needed, at check-in. Your unit will be assigned a campsite during check-in. Every effort will be made to honor the campsite preference selected during registration. However, the Camp Director reserves the right to adjust campsite assignments and platform changes based on actual attendance.

## **Tents**

Camp provides canvas tents on wooden platforms. However, units may use their own tents if desired. If a unit is using their own tents, please advise the camp office no later than the week before your arrival. Tents must be placed inside of the campsite, to comply with the Camp Emergency Plan. Unit tents may not interfere with other units' use of the campsite features (fire ring, pavilion, latrines, entrances). Units may not remove or alter canvas tents.

## **Campsite Pavilions**

The pavilions in each campsite are for the shared use of all units assigned to that campsite. Exclusive use by a single unit is prohibited! In addition, the picnic tables under the pavilions are NOT to be moved under any circumstances. Please practice the Scout Law and be friendly and courteous in treating those areas as part of the entire campsite community.

## **Vehicles in Camp**

Driving is not permitted in camp except for the loading/unloading of unit gear. Upon unloading, all vehicles should be parked in the designated parking area. The speed limit is 10 mph on all camp roads (You should not have dust trailing your vehicle!). One vehicle and connected trailer may be left in camp. The vehicle and trailer must be placed off the road and stored in a safe location.

Vehicles parked inappropriately in campsites or outside of designated parking areas will be asked to move to the parking lot. Anyone who compromises the safety of our Scouts by disobeying driving or parking rules may have their driving privileges revoked by the Camp Director and their vehicle towed at the owner's expense.

## **Trash Collection**

With such a large number of people in camp, there will be an equally large amount of trash generated. Camp is home to many animals that would love to take advantage of the convenient scraps of food and other lovely scents in your trash.





The Camp Staff will make a trash run each day, beginning at 9:00 a.m. Please have all your camp and latrine trash BAGGED and TIED and placed by your campsite sign BEFORE 9:00 a.m. If you missed the pickup time, you may bring your trash to the dumpsters behind the dining hall for disposal.

## **Wi-Fi at Camp**

We realize that an internet connection is a prerequisite for many adult Scouters to give time out of their busy schedules. We pledge to do our best to provide that connection for every adult leader who comes to camp with their unit. Login credentials and a schedule of network availability are available from the Camp Director upon request – with the exception of check-in days.

With limited bandwidth in mind, please do not plan on streaming any audio or video while at camp. If you must attend a webinar or other high bandwidth work-related event, please discuss with the Camp Director. It may be necessary to limit access to the connection at certain times to manage some of the online aspects of our camping operation.

Shared Wi-Fi is intended as a courtesy to our adult Scouters. Please encourage your youth to take full advantage of being in an outdoor environment and leave the internet alone for a few days. Please do NOT share the Wi-Fi access credentials with your youth campers.



## SWIM TESTS

**Swim Tests** - Swimming and boating at camp are two of the most enjoyable activities at summer camp. Safety is our number one priority, and we have established some simple guidelines to ensure a safe stay. Any Scout or leader who wishes to participate in aquatic activities must have completed the Scouting America swim test.

Units are **STRONGLY** encouraged to take the Scouting America swim test before arriving at camp. These swim checks must be done in accordance with the Circle Ten Council Pre-Camp Swim Check Policy. The unit adult representative must present a completed swim test roster signed by their Council-approved testing personnel to the Aquatics Director to receive swimming ability “buddy” tags for waterfront and pool activities. You may email your swim test results the Camp Director prior to your arrival. You may find the form at:

<https://filestore.scouting.org/filestore/outdoor%20program/aquatics/pdf/430-122.pdf>.

Circle Ten Council hosts pre-camp swim checks at Camp Wisdom. At this time, swim checks are scheduled for Saturday, May 13, from 9:00 a.m.–3:00 p.m. at Camp Wisdom. The Pre-Camp Swim Check policy is listed on the registration page. Registration is now open and will remain open through Wednesday, May 10. Here is the link to register:

<https://scoutingevent.com/571-2025CouncilSwimChecks>

*At any time, the Aquatics Director reserves the right to make any Scout or leader re-take the swim check.*

## ***Wristbands in camp***

As part of the check-in process when you arrive, the camp will issue your unit one wristband per registered youth and adult. It is important that every registered person wears the wristband properly as this is part of our Youth Protection program. If a wristband gets broken or lost during your week, you may replace it at the same place it was issued. During the week, we expect that new leaders, family members, and program guests will visit camp. All guests must check in at Camp Headquarters to register and receive a camp wristband. Staff will ask anyone without a wristband to immediately report to the Camp Director or Camp Ranger. If you expect guests to arrive outside of normal business hours, please notify camp management so we may arrange for their check-in.

## TRANSPORTATION

Transporting the Scouts, unit equipment, and personal gear is the shared responsibility of the unit leaders and parents. If your unit does carpool, keep in mind if one Scout arrives at camp with fever, the entire car will have to leave camp.

Limited electric car charging stations are available in the camp parking lot. Guests may use these charging stations for a cost of \$10 (payable at check-in) on a first-come, first-served basis.



Each unit will be allowed one trailer and attached vehicle left at their campsite. All other vehicles must be moved to the parking lot before dinner on arrival day. Handicap permit information will be given during check-in or at Headquarters.

## **CHECK-OUT**

Check-out is Saturday morning and we have planned Saturday breakfast for your convenience. We have designed the menu to be portable and starting at 7:00 a.m. you may send a representative to the Dining Hall and pick up your *Grab-n-Go* meal. You will be issued enough food for your entire unit and you are welcome to stay and enjoy your meal in the dining hall or take it back to your campsite. After breakfast, Scouts return to their campsites to pack and clean up.

A Camp Staff member will visit your campsite to inspect it with the troop leader. Remember your unit must return any camp equipment your unit borrowed to the Quartermaster before staff will clear your unit to leave. Once the staff have cleared you to leave, take your clearance form and the Camp Evaluation Form to the office. Camp patches and any remaining material will be issued when you check out at the Headquarters building. Remember to collect your medical forms. We will destroy any forms not collected. To ensure safety, staff will allow only one vehicle at a time per unit into the campsite to pick up gear.

Prior to your final departure from camp please stop by the Camp office to submit your recommendations for our 2026 camping season as well as sign up for another summer camp experience at one of the Circle Ten Council Camps if you have not done so during the week.



# TRADING POST & OTHER NOTES

Our camps are pleased to offer air-conditioned Trading Posts that will have all your camping needs in one location! We will offer everything from chips and soda, to frozen Snickers and Slushes, merit badge kits and supplies. Forgot your compass? We remembered it and brought it for you! T-shirts, hats, gifts, walking staff emblems, pocket knives, you name it, and it's here at the Trading Post. There are also special edition items including t-shirts available for pre-purchase on the registration site.

## **Spending Money**

We request that campers bring only small bills; ones, fives, and tens to camp. The Trading Post cannot easily make change for larger bills.

Keep all personal items and spending money in a secure box while at camp. The camp is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp. Items left at camp are not retained after camp.

## **DO NOT BRING VALUABLES TO CAMP.**

Clearly mark all clothing and equipment  
with your full name and troop number.

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

## **First Aid**

Each unit should take care of its own needs as much as possible. For more serious issues, come to the health lodge. We encourage each unit to bring a first aid kit to take care of the usual minor cuts and injuries Scouts experience. Drink water and sports drinks frequently to prevent dehydration.

## **Buddy System**

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. The Guide to Safe Scouting requires using a formalized buddy system in certain adventurous or higher-risk activities.

## **Scout's Own Interfaith Service**

**A Scout is Reverent.** On Wednesday morning at 7:00 a.m. our Chaplain will lead a Chapel Service (Scout's Own Interfaith Service). We encourage all chaplain aides to see the chaplain ahead of time to coordinate helping with the service.

## **Conservation and Camp Improvement Projects**

Please see the Camp Director or Camp Ranger upon arrival for any Camp Improvement Projects or conservation service. They will identify the needs of the camp and provide any necessary equipment. As always, it is everyone's responsibility to follow the Guide to Safe Scouting when using heavy equipment such as saws, axes, etc.





## MEALS & TABLE WAITERS

### Dining Hall Etiquette

- We encourage troops to bring table decorations and leave in dining hall for the week.
- Everyone washes hands before grace/flags/entry
- Enter only after permission to do so
- Walk AROUND the tables
- All shirts must have sleeves (no tank tops)
- No hats on heads in the dining hall
- Always wear closed-toe shoes
- Keep Scouts in dining hall until dismissed.

### Table Waiters

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

### Program at Meals

Camp is time to sing Scout Songs. Our staff has developed some fun activities during meals. At lunch and at supper we will sing some songs. On Wednesday we will have our birthday celebration. We will invite any Scouts and Scouters having a birthday that week to the stage to recognize their birthday. We will also go over any important points of information at each meal. Please keep your unit in the dining hall until dismissed by staff.

### Table Waiter Responsibilities

- Arrive 15 minutes before each meal. Be early
- Two table waiters for each 10 people in your troop
- Pre-washed hands and face

### Table Waiter Duties

- Set tables
  - Drinking glasses
  - Water pitchers (2 per table)
  - Flatware and napkins
- Clean tables
  - All eating utensils to wash station
  - Return water pitchers
  - Wipe down tables
  - Sweep floors

## SPECIAL MEALS

*If your unit or individuals have special eating requirements, please enter that information into the reservation system prior to attending camp. The camp cooking staff will pull information from the system and do its best to accommodate your needs or requirements based on religious beliefs, allergies, etc.*



# HEALTH AND SAFETY

## Guide to Safe Scouting

At all times, follow the Guide to Safe Scouting. That supersedes anything stated in this guide.

## Alcohol, Illegal Drugs, and Controlled Substances

Circle Ten Council does NOT permit the consumption, possession or use of alcohol, illegal drugs, or controlled substances on camp. Staff will ask violators to leave camp. Staff may take additional actions, including notification of local law enforcement officials.

## Tobacco

Council does not permit smoking or the use of any tobacco product in the presence of youth members at any Circle Ten Council Camp. We prohibit smoking or use of tobacco or e-cigarettes in or around buildings or around camp program areas. Every camp will have a designated area for smoking. Please ask the Camp Director where the appropriate smoking areas are when you arrive. Note that Texas law now does not permit smoking by anyone under 21 years of age.

## Drinking Water

Proper amounts of water are important during hot weather. We encourage units to use water coolers but units must provide separate cups or water bottles (disposable/reusable) for each person. Leaders should encourage each Scout and Scouter to carry drinking water with them.

HEAT INJURIES CAN BE SERIOUS! HIGH WATER INTAKE is a must. NOTE: Soft drinks or coffee do not replace water!

## Staff Housing

Campers and troop leaders are not permitted in the staff housing areas. Remember, this is their camp home. Just as you deserve privacy in your troop site, the staff also deserves their privacy.

## Camp Curfew

No Scout may be out of their campsite after 9:45 p.m., unless accompanied by an adult(s), following YPT guidelines, or with authorization from the Program Director or Camp Director to participate in an activity.

## Firearms, Ammunition, Fireworks, Bows and Arrows

Camp does not allow personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, blow guns, bows, arrows, sling shots, or water guns), ammunition, laser pointers, and fireworks in camp. The Camp Director reserves the right to confiscate and return upon departure from camp any item that they consider a potential risk to the general health and well-being of the camp. The Camp Director requests that Officers of the Law notify the office in person of any exceptions to this rule.



## **Fires, Liquids and Propane Fuels**

When you arrive at camp your check-in procedure will include a fire ban status report. Due to the rural nature of our camps, often the local Fire Marshal will mandate a burn ban. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that the local marshal may at times grant special dispensation at their discretion to allow programmatic burns when appropriate. If there is no ban, build fires only in designated areas and under proper supervision. Use liquid or propane fuels only under adult supervision. Do NOT use liquid fuels of any type to start fires. Store liquid fuel in approved containers and, along with propane cylinders, store under lock and key. Scouting America 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.

## **Transportation**

The troop must arrange for safe transportation of your Scouts to and from camp. Scouting America and the State of Texas mandate seat belts for all occupants of motor vehicles. The bed of a truck or a trailer is never an appropriate place for Scouts or Scouters to ride.

## **Vehicles in Camp**

Council policy requires that all leaders and visitors park their vehicles in the camp parking lot while camp is in session. On arrival day, designate one vehicle at a time per unit, if you desire, to carry gear to your campsite after you check in. After unloading, promptly return it to the parking area. Troops may leave one unattached equipment trailer at their campsite. Camp does not permit personal vehicles in camp past 5:30 p.m. on arrival afternoon. The Medic will accommodate persons with physical disabilities on an individual basis.

## **Closed-toe Shoes**

While sandals and flip-flops are certainly comfortable to wear around town, summer camp is not the best place to wear them. There's a lot of walking over rugged and uneven terrain. All our camps have a no open-toe shoes policy. We recommend aqua-shoes for most lakefront activities.

## **Homesickness**

Coming to camp the first time, and occasionally the second time, may be cause for a case of homesickness. We regard homesickness as a normal healthy occurrence for a Scout. The staff is instructed to be aware of the campers' moods and emotional adjustment. They try to help the Scout understand the emotion they are feeling. They also try to involve the camper in all camp activities. Experience tells us that within a few days the camper is busy having fun and feeling secure with the staff, newfound friends, and the outdoors. **KEEP THE SCOUT BUSY.**

## **Health Lodge**

Medical professionals staff our Health Lodges and are available for camp emergencies. Leaders must conduct their own first aid in camp, just as if you were on a weekend camping trip. Please do not use the Health Lodge for minor injuries such as scrapes, splinters, or common bug bites. In the event of a medical emergency such as broken bones, sprains, deep cuts, or sickness, please send the affected Scout to the Health Lodge with a buddy and/or leader. Except for emergencies,



it is the responsibility of the unit leadership to provide transportation for campers who require the attention of a doctor or the services of a hospital.

**DO NOT LEAVE THE CAMP WITH A MEDICAL EMERGENCY WITHOUT HAVING SOMEONE CHECKIN WITH THE HEALTH LODGE OR CAMP DIRECTOR.**

### **Administration of Medications**

A unit leader may dispense any medication if properly labeled with frequency and dosage. All medication dispensed by the unit must be locked with restricted access and records kept detailing dispensing activity. All drugs needing refrigeration may be kept in the locked refrigerator in the Health Lodge. All needles must be disposed of in a sharps container also located in the Health Lodge. The Health Officer will also dispense medication. Scheduled medications will be dispensed immediately following meals and after evening activity. For irregular medications, talk to the Health Officer.

### **Emergencies**

Emergency procedures are discussed in detail at the first leaders' meeting on Day 1; please make sure that a representative is available at this meeting! Only the Camp Director or the Camp Ranger can declare an emergency in camp. This could include but is not limited to, thunderstorms, tornados, lost camper, or another camp-wide emergency. To report an emergency, a leader should contact the nearest staff member who will notify the Camp Director or Camp Ranger.

#### ***Fire***

In case of fire, report it to the camp staff IMMEDIATELY. The camp staff is organized to help with firefighting techniques, and the local Volunteer Fire Department will respond. Please stay out of their way so no one gets hurt. Please remember that every Scout should feel a responsibility for fire prevention.

### **Inclement Weather**

Our biggest concern is the safety of our campers and staff. Should severe weather threaten camp, we will take the appropriate steps to ensure everyone's safety. Please see the *Circle Ten Summer Camp Safety Guide* for specific procedures on inclement weather.

### **Heat Alert**

- Camp Leadership will monitor and announce heat alerts as required.
- Increase water consumption.
- Decrease or shut down sales of soda.

### **Heat Alert Codes for Camp**

Code	Heat Index	Action
<u>Heat Alert 1</u>	90 – 105 Degrees	Reduce action in sun. Drink ½ liter (about 2 cups) of water per hour
<u>Heat Alert 2</u>	105 – 115 Degrees	Immediately and sharply reduce activity. Increase water intake (1 liter, about 1 quart, an hour). Be aware of



**Heat Alert 3** 115+ Degrees

probable sun/heat stroke, heat cramps and heat exhaustion.  
Seek shade. Shut down sales of soda.  
Take immediate action to stop activity.  
Seek cool areas and increase water intake (2 liters per hour, about 2 quarts).  
Monitor Scouts for heat/ sun stroke.

***Soft drinks or coffee do not replace water. They react differently within the body.  
Replenish electrolytes with food and the occasional sports drink.  
Age increases the probability of heat injury.***

## **You Must Check Out of Camp**

Leaders must follow youth protection guidelines when transporting unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You may obtain your Scout's health record from the Health Lodge before going to the doctor or hospital. 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, hospital, or emergency room bills. 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 you will contact them, including phone numbers. Directions to doctors' offices and hospitals are available at the Health Lodge.

## **Medical Insurance**

Circle Ten Council insurance covers Scouts and Scouters registered in Circle Ten Council. Out-of-Council units must provide proof of insurance (you need to bring 2 insurance claim forms to Camp Headquarters when you arrive at camp). "All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive." *Guide to Safe Scouting*

## **Policy on Insurance Claims**

Report all accidents, illnesses, or tick bites to the Health Lodge. Parents or the guardian file claims for treatments with HSR Insurance Company. Submit any medical expenses incurred after leaving camp, due to an accident or illness first manifested while at camp, immediately to the HSR Insurance Company. Information on coverage and claim forms are available online at [Circle Ten Council | Page - Insurance Policy and Claim Forms](#). This supplemental insurance protection begins when the camper leaves home and ends upon their return home from camp.

Dental: The policy only covers dental bills for broken teeth resulting from an accident at camp. Parents must pay all other dental bills.

You will be asked to file an Incident Report with Circle Ten Council for any incidents requiring follow up. Should insurance need to get involved, that Incident Report will initiate the claim process.

## **Visitors**

Visitation is at the discretion of the Camp Director and must be approved prior to camp. Sign up prior to camp on the registration website. All visitors must check in at the camp office upon



*2025 Circle Ten Summer Camps  
Leader's Guide*

arrival and present a photo ID. The office will issue them a wristband that they must wear at all times while on camp property. Visitors may not spend the night at camp. Siblings are welcome, but parents must supervise at all times. Please leave your pets at home. Those wishing to eat a meal at camp must buy a meal ticket at the Trading Post. Visitors may not drive to campsites but they must park in the lot and walk. And as always, only closed toe shoes.





# CAMP CONSTANTIN/ JACK D. FURST AQUATIC BASE

## RANCH LOCATION:

3003 Park Rd 36, Graford, TX 76449

Camp Location: From Dallas take I-20 west to US 180. Take US 180 west through Mineral Wells to SH 337. Turn right (north) on SH 337 and proceed 11.2 miles to SH 254. Turn left (west) on SH 254 and proceed 7.1 miles to SH 16 South. Follow SH 16 south for 1.8 miles to Park Road 36. Turn right (west) on Park Road 36 and proceed 1.9 miles to the junction of Park Road 36, FM 2351 and FM 2353. Continue west on FM 2351 and Park Road 36 for 2.5 miles. Turn left (south) on Park Road 36 and proceed 2 miles to the camp entrance. Contact Information: (940) 779-2131. 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 nonemergency, that message will be communicated at the next meal. The Camp Office operates from June 7th through July 11th.

## OFFICE HEADQUARTER HOURS:

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

## MAILING ADDRESS

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





# 2025 CAMP CONSTANTIN/ JACK D. FURST AQUATICS BASE

## **Welcome to Camp Constantin!**

We are so excited to see and serve each and every Scout and Scouter who comes to camp this summer. I firmly believe that long term summer camp is the highlight of every Scout's year, and we are dedicated to delivering a premier program and camping experience.

Returning for the second year this summer is our Trek program and Paintball Range! Trek is crafted especially for our older Scouts; this program is set to redefine the adventure at Camp Constantin. Paintball is an evening activity where Scouts will get to test out their marksmanship skills on a target patch which can be purchased in the trading post.

This guide contains important information about merit badges, and the aforementioned programs, and more. On Sundays we will share any changes made after this document's publication at the 7:00 p.m. leaders meeting. If you have any program questions in advance of camp, please contact us. Our contact information is on page 29.

Thank You,  
Joshua Smith  
Program Director



# LEGACY OF SCOUT CAMPING AT POSSUM KINGDOM LAKE

Welcome to the Circle Ten Council Leaders' Guide for Camp Constantin. This contains our camp-specific details for leaders and parents. Before Circle Ten Council took possession of the nearly 400 acres on the north shore of Johnson's Bend of the Brazos River, Eugene Constantin owned this land. It was his dream to one day give this land that he loved to his son. In the 1940's his son, like many sons of that day, went off to war.

Like so many of those sons, he did not return. For many months, Mr. Constantin mourned his loss. He began to wonder what would happen to his beloved land. Mr. Constantin decided that if he couldn't leave it to his own son, then he would leave it to the sons and daughters of America. Camping began in 1946, and on 1 January 1947 he gave half of the property to the YMCA and the other half to Circle Ten Council, Boy Scouts of America.

To honor the man and the son who made this wonderful camp possible, Circle Ten Council named it Camp Constantin. Then, in the mid 1990's, Jack D. Furst, who grew up attending Camp Constantin (first as a camper and then a staff member), also gave back to the camp he loved. He was the driving force behind the construction of the Jack D. Furst Aquatic Base, which radically improved the waterfront opportunities for Scouts all over North Texas and Oklahoma. For **79 years**, Camp Constantin has been the "icon" of what Scout camp should be.





# GENERAL INFORMATION

## MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please clearly write the Troop number and a return address on the package, in case camp receives the package after the Scout goes home.

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

## EMERGENCY TELEPHONE NUMBER

(940) 779-2131 (available year-round). Please note, the Camp telephone number is for **medical and family emergencies only**. We ask parents to use this number only for emergencies. If a parent calls with a non-emergency, staff will deliver the message at the next meal.

## CAMP HEADQUARTERS' HOURS

The Camp Office operates from June 4<sup>th</sup> through July 15<sup>th</sup>.

Sunday:	12:00 p.m. - 5:30 p.m.
Monday - Friday:	9:00 a.m. - 11:30 a.m. 1:30 p.m. - 5:30 p.m.
Saturday:	8:00 a.m. - 12:00 p.m.

## CAMP LEADERSHIP

### Camp Director

Ryan Downey  
[ryan.downey@scouting.org](mailto:ryan.downey@scouting.org)  
(214) 843-5485

### Program Director

Joshua Smith  
[joshsmith10@gmail.com](mailto:joshsmith10@gmail.com)  
(469) 247-8383

### Business Manager

George Munoz  
[george.munoz@scouting.org](mailto:george.munoz@scouting.org)  
(469) 579-6896

### Lead Ranger

Collin Anderson  
[collin.anderson@scouting.org](mailto:collin.anderson@scouting.org)  
(214) 687-7653

### Camp Commissioner

Dan Lins  
[cc.constantin.bsa@gmail.com](mailto:cc.constantin.bsa@gmail.com)  
(312) 835-2365

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Visit our Facebook page at:

[https://www.facebook.com/Camp-ConstantinJack-D-Furst-Aquatic-Base-111471410448545/?ref=page\\_internal](https://www.facebook.com/Camp-ConstantinJack-D-Furst-Aquatic-Base-111471410448545/?ref=page_internal)



# SUMMER CAMP LEADERS' MEETINGS

## Camp Constantin Meetings

**Sunday March 9<sup>th</sup> at 7:00 p.m.**

**Thursday March 24<sup>th</sup> at 7:00 p.m.**

**Sunday April 13<sup>th</sup> at 6:00 p.m.**

**Tuesday May 6<sup>th</sup> at 7:00 p.m.**

Join Zoom Meeting

<https://us02web.zoom.us/j/8135598718?omn=86783893868>

Meeting ID: 813 559 8718

At this time, you will be able to:

- Meet the Camp Director and Assistant Camp Director
- Get the latest and greatest updates to program and schedules
  - Get answers to any other questions you may have



## PROGRAM OVERVIEW

Welcome to Camp Constantin! First and foremost, our staff at Jack D. Furst Aquatic Base at Camp Constantin dedicates themselves to providing the best program possible to supplement the year-round programs of each Scout troop. This is the Circle Ten Council Summer Camp Mission. However, here at Camp Constantin we like to do it in style!

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

These areas include:

- Aquatics
- Brazos Buccaneers (Trail to First Class)
- Eagle's Landing
- Handicraft
- Industrial Arts
- Scoutcraft
- Target and Range Activities
- STEM

**Check the main registration page for additional program information.**

Please use this URL <https://scoutingevent.com/571-2025SummerCampCON>

All documentation will be under **Attachments**.

**All merit badge and class information are in the  
"2025 Camp Constantin Class Catalog".**





## New for 2025

### Merit Badges

On Hiatus- Fly Fishing, Mammal Study, Nature, Reptile & Amphibian Study, Fish & Wildlife Management, Oceanography

### Program

New Additions-

- Paintball Range- Try out our new Paintball activity. Purchase a ticket at the trading post, receive a target patch, and decorate it with our new paintball markers.
- STEM After Dark
  - Glow in the dark chess
  - Star Watch Party

## Special Opportunities for Scouts 15+ years of age

***Special classes include Advanced Sailing and Water Odyssey.***

Older Scouts can take the opportunity to enjoy the water more! They can try the water odyssey where you get the opportunity to participate in and enjoy every water activity there is on the waterfront. Remember all participants must be a swimmer. (See registration site for fee)

### **OA**

Come join OA members on Thursday night for a special cracker barrel and ice cream social in the dining hall at 10:00 p.m.

### ***Our Trek Program***

Camp Constantin is proud to continue our 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. So, sign up today to take part in this AWESOME Scouting adventure!



### Trek Schedule

Day	Activity	Location	Start Time	Overnight Location
Monday	-Safety briefing and Classroom work (Safe Swim Defense and Safety Afloat training)	Waterfront	9:00 a.m.	Constantin
Tuesday	-Leave for voyage -Exploration	Meet at the waterfront	6:00 a.m.	South D&D
Wednesday	-Canoeing to next location -Snorkeling -Exploration -Paddle Craft	Bug Beach	9:00 a.m.	Bug Beach
Thursday	Canoeing to next location -Snorkeling -Exploration -Paddle Craft	Bug Beach	10:00 a.m.	Bug Beach/layover
Friday	-Return to camp -Finish up activities -Release back to units	Camp Waterfront	6:00 a.m.	Constantin

#### Merit Badges/Awards/Certificates earned:

- Exploration
- Paddle Crafty Safety Card
- Snorkeling Award
- 50 Miler Patch

#### Prerequisites:

- 15 years of age or older
- Have completed a Scouting America swim test and have achieved swimmer
- Scouting America Annual Health & Medical Record

#### Camp Provides:

- Meals (MRE's)
- Canoes
- Patches
- Water purification tablets

#### Gear needed:

- Tent
- Sleeping bag
- Water bottles (at least 2)
- Small backpacking pillow
- Swimsuit
- Water shoes (optional)
- Sunglasses (optional)
- Rain Gear
- Dry sack
- Sleeping Pad (optional)

#### Patches and Pocket cards:

- Paddle Craft Safety Pocket card and Patch
- Snorkeling Award and Patch
- 50 Miler Patch
- Special Trek Patch



- Snorkeling gear
- Stoves
- Water Coolers

Our Trek Directors are certified through National Camping School, put on by the National Scouting America Council.

Our Trek Director Certifications:

- Wilderness First Aid
- Red Cross Lifeguard
- Red Cross Lifeguard Instructor
- Scouting America Aquatics Instructor
- Water Safety Instructor
- Paddle Craft Safety Instructor

**Note: This trek is a \$200 addition to the overall summer camp fee. The total cost is \$575. This cost covers trained staff, food, and program supplies.**

## **Adult Opportunities**

We like for adults to have fun at camp too. Please review the 2025 Constantin Program Guide and Class Catalog on the registration site for many such opportunities, including Adult Water Odyssey and Adult Water Sports as well as training opportunities.

Once again, we will offer adult training. For more information see the Program Guide

- Wilderness Remote First Aid
- Red Cross CPR/AED
- Swimming & Water Rescue (SWR)
- Paddle Craft Safety (PCS)



# THE CONSTANTIN BELL

The camp has a beautiful bell outside the dining hall that you can hear all over camp. We have found a way to use it every day and in case of emergencies.

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.

Marine bells ring 1 bell or “ding” for every half hour of the watch. There are 6 watches of the day. We will ring the bell at breakfast and at supper with the flag ceremony.

8:00 a.m.: 8 bells, 4 sets of 2 dings

6:00 p.m.: 4 bells, 2 sets of 2 dings



## **Emergency Bell**

Emergency use: If you hear the bell ring continuously, everyone come to the dining hall for further instructions.



## **DAILY SCHEDULE**

**7:55 a.m. Morning Assembly/Flag Ceremony**

7:45 a.m. Breakfast Table Waiters Report

8:00 a.m. (8 Bells) Breakfast Starts

8:35 a.m. Breakfast Ends/Clean-Up

**9:00 a.m. Program Session 1**

**10:00 a.m. Program Session 2**

**10:30 a.m. Scoutmaster Meeting in Upper Deck**

**11:00 a.m. Program Session 3**

**12:10 p.m. Lunch**

12:00 p.m. Lunch Table Waiters Report

12:10 p.m. Lunch Starts

12:45 p.m. Lunch Ends/Clean-Up

**1:00 p.m. Rest Time/SPL Meeting on Quarterdeck**

**2:00 p.m. Program Session 4**

**3:00 p.m. Program Session 5**

**4:00 p.m. Open Activities Start**

5:15 p.m. Open Activities Close

**5:55 p.m. Evening Camp Assembly/Flag Ceremony**

**5:45 p.m. Dinner Table Waiters Report**

6:00 p.m. (4 Bells) Dinner Starts

6:35 p.m. Dinner Ends/Clean-Up

**7:30 p.m. Evening Activities Start**



## Bathhouse Schedule & Rules

**Showers** - Showers are available at the large bathhouses and in the smaller latrines.

- “Makeshift” showers are NOT allowed in campsites.
- Adults can use the showers anytime except from 6:00 a.m. to 7:00 a.m., when the showers are closed for cleaning.
- As showers are individual in the bathhouses, anyone may use showers from 10:00 p.m. until 6:00 a.m.
- Latrine showers must be either adult or youth and also male or female at any one time. We encourage the use of the latrine showers. Nothing beats the latrine cool showers on a hot day.
- Scouts may use their designated showers from 7:00 a.m. until 9:45 p.m.
- Each unit must provide 2 adults to supervise their Scouts at the bathhouses.

### Camp Constantin Bath House Cleaning Assignment by Campsite

Breezy Point Bathhouse						
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	Breezy Point	Indian Mound	Sandy Point	Antelope View	Breezy Point	Staff
PM	Sandy Point	Antelope View	Breezy Point	Indian Mound	Sandy Point	

Possum Hollow Bathhouse						
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	Eagle Wing	Rocky Ledge	Possum Hollow	Eagle Wing	Rocky Ledge	Staff
PM	Possum Hollow	Eagle Wing	Rocky Ledge	Possum Hollow	Eagle Wing	

Hooten Hollow Bathhouse						
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	Hawks Nest	Skull Ridge	Crows Point	Morning Star	Hawks Nest	Staff
PM	Crows Point	Morning Star	Hawks Nest	Skull Ridge	Crows Point	

Aquatics Bathhouse						
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	Point	Valley	Hollow	Run	Point	Staff
PM	Hollow	Run	Point	Valley	Hollow	





## FUN & GAMES

We love it when Scouts compete and have fun at camp. We have several opportunities for Scouts and troops to do just that. Here they are with some of the rules and how many you need to make a team.

### **Fat Bat (whiffle ball)**

Fat Bat teams can number between 1 and 10 players. To decide who bats and who fields, a coin should be tossed or some other way of deciding should be done such as a game of Rock, Paper, Scissors. Each batter faces three balls from the pitcher and must attempt to hit the ball into one of the scoring zones. Failure to hit the ball within these three pitches will result in the batter being out. Unlike baseball, there is no stealing bases, and movement between bases can only be done on a scoring shot. Hitting the ball into the single zone enables the player to advance one base, hitting into the double zone enables them to advance two bases, and a triple three bases. Hitting past the triple zone is a home run. Every player who makes it around the bases scores a run for the team. There are two ways to be out in Fat Bat. Being caught out or swinging and missing three times. An inning is up once all the batters have had their turn or if three are 'out'. It is then the opposition's turn for their innings. Each team shall have an agreed number of innings, usually 6, although another number can be agreed between two teams. Games may also be played in a set time limit, often 55 minutes. At the end of the game, the winner is the team with the most runs.

### **Soccer Tournament**

7v7 Soccer Tournament. Games will be held throughout the week. Troops can enter up to 2 teams into the bracket. 15-minute games with no goalies. Standard soccer rules apply, with no slide tackling or excessive roughness.

### **PK Medieval Tournament:**

The relay race is a troop relay race running through camp. Each troop will need one runner, one swimmer, two canoers. Four Scouts total.

Swimmers start in the swimmer's area of swim dock, swim four lengths of the swim dock, and then jump out and safely get up to tag the runner from their troop to go. The runner will be waiting at the Jack D. Furst sign at the Waterfront. The runner then runs up the main road of camp, around the gaga ball pit by the office, and back down the back road to the waterfront. The runner then tags the two canoeists back at the Jack D. Furst sign at the Waterfront. The canoers run down to the canoes at the swim dock. The canoes will be moved ahead of time by the staff. They will jump in and canoe out and around the nearest channel marker buoy back into the cove past the boat dock to the Rowing and Canoeing Area (R&C). The first troop to make it to shore wins.



**Sailing Regatta:**

For the Sailing Regatta you will need two Scouts.

Scouts will be tasked to rig a sailboat (sunfish) and sail out to the nearest channel marker buoy, and then return to the starting point. The first team to return, drop sails, and pull the boat up on shore will win. This Challenge will be determined by the wind.

**Raft Race:**

For the Raft Race you will need four Scouts.

To build their raft, the Scouts will pick up from the waterfront at any point throughout the week before the race the following: four blue barrels, located on the side of the nautilus and four pieces of wood, also located on the side of the nautilus. The unit will need to provide rope. Rope is the only thing a unit can use to race in the raft race. Anything else that is used aside from rope will disqualify the unit from competing in the raft race.

The unit will be judged by Aquatic staff on appearance, stability, and the fastest rafting crew. The Raft crew will paddle with oars around the boat dock starting in the sailing area and ending in the R&C area. Only one Scout can have half their body out of the craft and in the water. Everyone else has to have all parts of them (minus feet) on the watercraft.

Please note that the unit must disassemble the craft before leaving the waterfront and return all materials back to where they were sourced. The unit must remove all rope and return it back to their campsite/trailer.



# WEEKLY SCHEDULE

CAMP CONSTANTIN WEEKLY SCHEDULE 2025							
		Daily Mile Swim practice at 6:30 a.m.					
TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 a.m.	Staff Time		Hell's Gate trip		Hell's Gate trip		
7:00 a.m.		Reveille	Reveille	Reveille	Reveille	OA Brotherhood	Grab-n-Go Breakfast
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Trailers in camp
9:00 a.m.		Program Session 1	Program Session 1	Program Session 1	Program Session 1	Merit Badge Make-up / Service Project	Troops Check-out & Depart
10:00 a.m.		Program Session 2	Program Session 2	Program Session 2	Program Session 2		
10:30 a.m.		SM meeting	SM meeting	SM meeting	SM meeting		
11:00 a.m.		Program Session 3	Program Session 3	Program Session 3	Program Session 3	Staff Time	
12:10 p.m.	Noon: Troops arrive: Check in, swim checks, camp set up, etc.	Lunch	Lunch / Adult Luncheon	Lunch	Lunch		Lunch
1:00 p.m.		Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting	Rest Time/SPL Meeting		Rest Time/SPL Meeting
2:00 p.m.		Program Session 4	Program Session 4	Program Session 4	Program Session 4		Water Carnival/Open Area Extravaganza
3:00 p.m.		Program Session 5	Program Session 5	Program Session 5	Program Session 5		
4:00 p.m.		Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.	Open Activities until 5:15 p.m.		
5:00 p.m.							
6:00 p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00 p.m.	SM & SPL Meeting	7:30 p.m. Possum Fest	7:30 p.m. Evening activities	7:00 p.m. Chapel	7:30 p.m. Evening activities; 10:00 p.m. OA Fellowship / STEM After Dark	8:15 p.m. Closing Campfire & OA Callout	
8:00 p.m.	8:15 p.m. Opening Campfire			7:30 p.m. Video Game Tournament/ Movie Night			
9:00 p.m.							
10:00 p.m.	Taps	Taps	Taps	Taps	Taps	Taps	

All activities subject to change from weather.



## ADDITIONAL PROGRAM INFORMATION

### Sunday:

- 7:30 p.m. - Scoutmaster & SPL Meeting – Dining Hall
- 8:15 p.m. - Opening Campfire – Amphitheater

### Monday:

- 6:30 a.m. – Swim checks at swim dock
- 4:15 p.m. – 5:30pm –Open aquatics, Handicraft, range and target activities, TFC
- 7:30 p.m. - **Possumfest** – at the Waterfront. open swim, blob, rowing, canoeing, and ice cream!

### Tuesday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip
- 12:00 p.m. – Adult steak lunch & meeting (all adults) at Commissioners Cove Pavilion
- 4:15 p.m. – 5:30 p.m. – Open aquatics, Handicraft, range and target activities, TFC, Cyber Chip (Grades 6-8)
- 7:30 p.m. – Eastside: range and target activities, Handicraft, blob/swim and Westside: Johnson Peak hike

### Wednesday:

- 6:30 a.m. – Mile Swim at swim dock
- 1:00 p.m. – Chaplain's Aide training at amphitheater
- 4:15 p.m. – 5:30pm –Open aquatics, Handicraft, range and target activities, TFC
- 7:00 p.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 7:30 p.m. – Movie night/ Video Game Tournament or in-camp time
- 7:30 p.m. – Wilderness Survival MB overnight, departs from Scout Skills/Craft

### Thursday:

- 6:30 a.m. – Mile Swim at swim dock
- 6:15 a.m. – Hell's Gate Canoe Trip
- 4:15 p.m. – 5:30 p.m. – Open aquatics, Handicraft, range and target activities, TFC, Cyber Chip (Grades 9-12)

- 7:30 p.m. – Westside: range and target activities, Handicraft, blob/swim and Eastside: Johnson Peak hike
- 10:00 p.m. – OA Ice Cream Fellowship in Dining Hall. All OA members are welcome.
- 10:00 p.m. – STEM After Dark – Shotgun Range

### Friday Morning:

- 7:00 a.m. OA Brotherhood Walk - Handicraft
- 9:00 a.m. OA Service Project (all welcome)
- Morning – MB makeup time. Scouts visit each area

### Friday Afternoon:

2:00 to 5:00 p.m. Open Area Extravaganza

- Aquatics – blob, row, canoe, swim, kayak, etc.
- Branding at Handicraft area
- Chess Tournament at STEM area
- Rocket Launch – Dining Hall field
- Constantin Shoot-out – Shooting Sports
- PK Medieval Tournament
- Raft Race

### Friday Night: Closing Campfire – Amphitheater 8:00 p.m.

- Closing Campfire
- Awards
- OA Callout

### Groups:

#### Westside campsites:

Indian Mound, Eagle Wing, Sandy Point, Breezy Point, Antelope View, Possum Hollow, Rocky Ledge

#### Eastside campsites:

Inspiration Point, Morning Star, Hawks Nest, Skull Ridge, Crows Point, Deer Run, Hooten Hollow, Echo Valley

# TREVOR REES-JONES SCOUT CAMP AT CLEMENTS SCOUT RANCH

## RANCH LOCATION

11217 FM 2970, Athens, Texas 75751  
From Athens, go South on State Highway (SH) 19 for 3.4 miles,  
turn right on Farm-to-Market (FM) 753 and travel 3.9 miles.  
Turn left on (FM) 2970 and travel 2.4 miles until you come to the ranch entrance.  
The Trevor Rees-Jones Scout Camp is about 98 miles southeast of Dallas  
from the John D. Murchison Scouting Center.

## CONTACT INFORMATION

The camp telephone number is for medical and family emergencies only. Parents are asked to use this number only for emergencies. Trevor Rees-Jones Scout Camp is not equipped with a paging system. If a parent calls with a non-emergency, that message will be communicated at the next meal. The fax machine is not for personal correspondence.

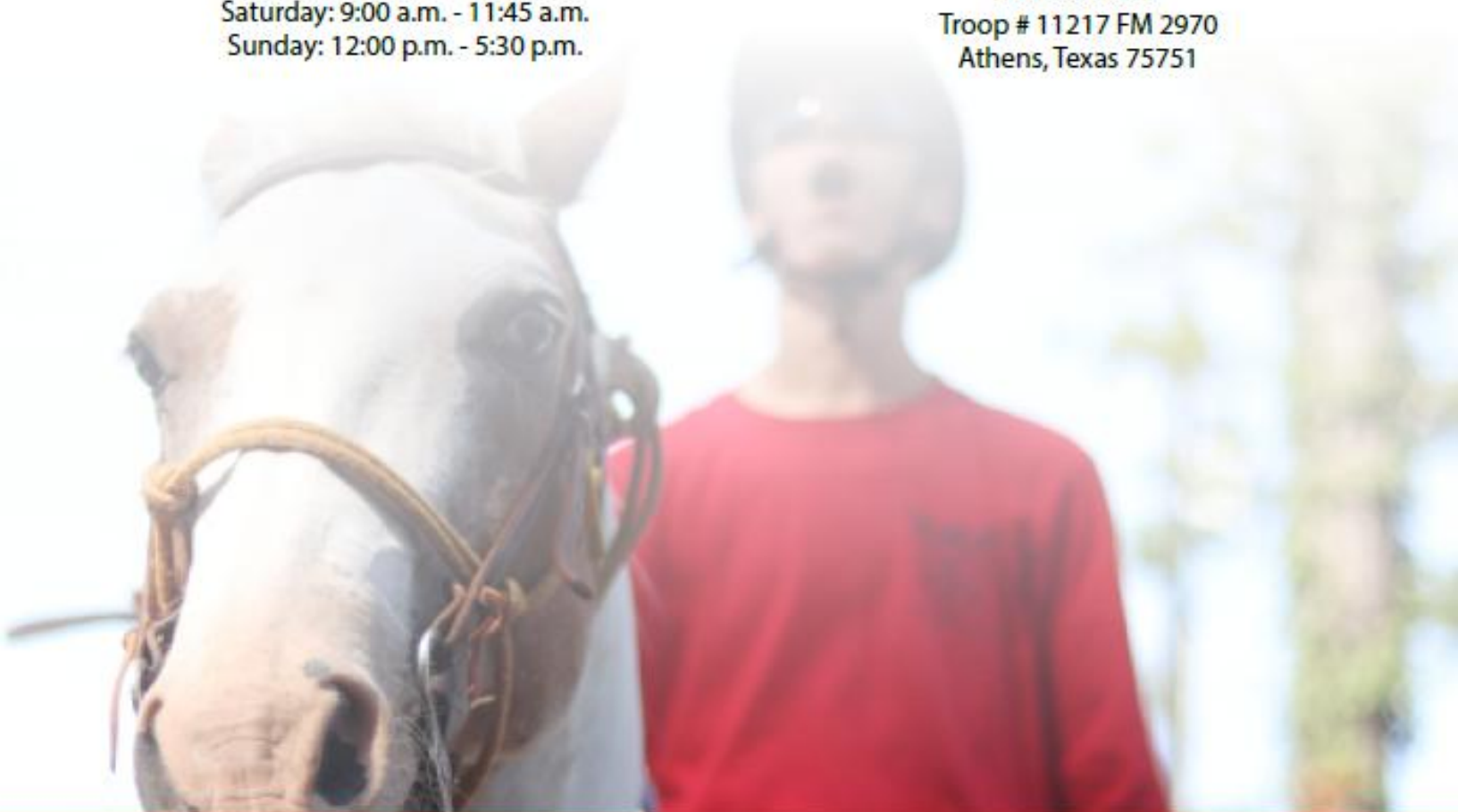
903-675-0293 main / 903-677-3971 fax

## OFFICE HEADQUARTER HOURS

Monday - Friday: 9:00 a.m. - 11:30 a.m. /  
1:30 p.m.-5:00 p.m.  
Saturday: 9:00 a.m. - 11:45 a.m.  
Sunday: 12:00 p.m. - 5:30 p.m.

## MAILING ADDRESS

Trevor Rees-Jones Scout Camp  
Scout's Name  
Troop # 11217 FM 2970  
Athens, Texas 75751







# 2025 TREVOR REES-JONES SCOUT CAMP

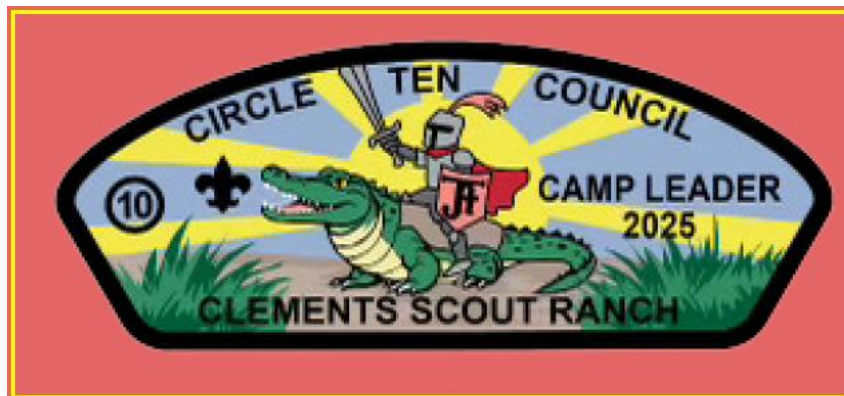
## WELCOME TO THE 58<sup>th</sup> ANNIVERSARY CAMPING SEASON AT TRJ!

We are very excited about celebrating our 58<sup>th</sup> camping season and sincerely hope you and your units are as well! We want to make sure our Scouts and leaders have a great time this summer.

The primary purpose of camp is for Scouts to have FUN! While advancing in rank and earning merit badges are undoubtedly important aspects of the camping experience, we also want to ensure that our Scouts can engage in other programs that they will enjoy. Don't worry if your Scouts aren't able to complete everything during class time! Friday mornings are designed as a makeup period for your Scouts to catch up on any work they weren't able to complete during the week. Fridays after lunch at the old Handicraft Pavilion from 1:00 p.m. – 2:00 p.m. is a time where all leaders and SPLs can ask our Area Directors and Instructors any questions, they may have on what part of the merit badge the Scouts were able to complete. To avoid any after-camp confusion we want to make sure this time is utilized for any last-minute questions or clarifications!

This guide contains important information about merit badges and programs. On Sundays after dinner, we will share any changes made after this document's publication at the evening SPL and leaders' meeting. If you have any program questions in advance of camp, please contact us! Our contact information is on the next page.

Visit our Facebook page at: <https://www.facebook.com/TrevorReesJonesScoutCamp>







## GENERAL INFORMATION

### MAILING ADDRESS

All kids love getting mail, and Scouts at camp are no different. We encourage you to have parents send letters and/or packages to their Scout while away at camp. Please clearly write the Troop number and a return address on the package, in case camp receives the package after the Scout goes home.

Trevor Rees-Jones Scout Camp  
Scout's Name / **Troop Number**  
11217 FM 2970  
Athens, Texas 75751

### EMERGENCY PHONE NUMBER

Camp phone number (available year-round)  
903-675-0293

Please note, the Camp telephone number is for **medical and family emergencies only**. We ask parents to use this number only for emergencies. If a parent calls with a non-emergency, staff will deliver the message at the next meal.

### CAMP HEADQUARTERS' HOURS

The Camp Office operates from June 4<sup>th</sup> through July 7<sup>th</sup>.

Sunday:	12:00 p.m. – 9:00 p.m.
Monday - Friday:	8:00 a.m. - 9:00 p.m.
Saturday:	8:00 a.m. - 5:00 p.m.

### CAMP LEADERSHIP

#### Camp Director

Jamel Holmes  
[jamel.holmes@scouting.org](mailto:jamel.holmes@scouting.org)  
(214) 902-6710

#### Program Director

Russell Ramsay  
[Ramsay002@gmail.com](mailto:Ramsay002@gmail.com)

#### Business Manager

Kristen Conrad  
[Kristen.Conrad@scouting.org](mailto:Kristen.Conrad@scouting.org)  
(945) 253-4380

#### Commissioner

Russell Gardiner  
[russell.gardiner@sbcglobal.net](mailto:russell.gardiner@sbcglobal.net)

#### Lead Ranger

James Clark  
[James.clark3@scouting.org](mailto:James.clark3@scouting.org)  
(903) 477-4340

#### Wrangler

Konner Bennett  
[Benjamin.bennett@scouting.org](mailto:Benjamin.bennett@scouting.org)  
(903) 952-0095



# SUMMER CAMP LEADERS' MEETINGS

## TRJ Scout Camp Meetings

**Thursday March 13<sup>th</sup>, 7:00 p.m.**

**Sunday April 6<sup>th</sup>, 7:00 p.m.**

**Sunday May 18<sup>th</sup>, 7:00 p.m.**

These meetings will take place via Zoom

**At this time, you will be able to:**

- Meet the Camp Leadership Team!
- Receive the latest and greatest updates to program and schedules!
- Have any questions you have answered!
- Explore camp offerings!
- <https://us02web.zoom.us/j/5204778914?omn=89738809846>



## PROGRAM OVERVIEW

Welcome! Whether it's your first time visiting Trevor Rees-Jones Summer Camp or you're returning, we welcome you to our beloved camp! Many of our staff have spent countless summers at TRJ, and we're thrilled to share this special place with you. This summer, we're bringing the spirit of the medieval age to life and each day will hold a new quest for you to conquer. At TRJ, you'll have the chance to try new things, challenge yourself, and build friendships. Whether you're working on your merit badges, racing down the zipline, or swimming in the lake, our staff will be by your side to cheer you on and guide you along the way. We can't wait to share this adventure with you!

TRJ is known for its horsemanship, climbing, and ATV programs but we also have other program areas, filled with a diverse merit badge selection, and staffed by fellow Scouts and Scouters who are ready and eager to help your youth on their Trail to Eagle.

These areas are:

- Aquatics
  - Pool
  - Lakefront
- High Adventure
  - ATV
  - Climbing and Rappelling
  - C.O.P.E.
  - Horsemanship
  - Welding
- Eagles' Landing
- First Year Camper
- Handicraft
- Nature
- Scout Skills
- STEM
- Target & Range Activities

### **All fees are paid at the time of registration**

The camp will charge all fees for merit badges directly to the unit. Units must pay the fees when the troop registers for merit badge classes online. Any balance due from class changes will be handled when the troop reconciles their account balance with the Assistant Camp Director. All your Scouts need to do is show up at their assigned class and their supplies will be waiting for them. For example, if you sign a Scout up for Wood Carving Merit Badge, camp will automatically charge your unit and the Scout can simply pick up their merit badge kit from their instructor. The Trading Post will still have kits available for purchase should a Scout want to do a project for fun, but they will no longer have to buy a kit from the trading post before class.

**Additional program information, daily, and weekly schedules are available in the Program Guide online.**

**All merit badges and class information are in the “2025 TRJ Class Catalog”.**

Registration for merit badge classes will be live on March 26 at 2:00 p.m. on the registration site.



## At TRJ for 2025

### COPE

We are so excited to reopen our COPE program this summer at Trevor Rees-Jones Scout Camp. Youth 13 years of age and up can sign up to be tested on our week-long course. COPE stands for Challenging Outdoor Personal Experience and our focus at COPE is to have your Scout take a step outside of their comfort zone while doing things they didn't think they could do. Scouts will be learning leadership, teamwork, trust, communication and so much more. The whole week will be spent engaging in team building activities that test their mental fortitude by participating in low and high ropes course elements. The final day of COPE is spent having fun doing the high elements such as the zipline, power pole, and screamer. Join us this summer to enjoy this fun and exciting new program.

### All-Terrain Vehicles

We are pleased to feature a fleet of Polaris 4-wheelers as one of the program offerings this summer. Our All-Terrain Vehicles (ATV) Experience will be back! We are offering a single ATV class in the afternoons from 2-4. The class size is limited to eight Scouts. This opportunity is for Scouts 14 years of age and older.

There will be an additional \$100 charge to participate in the program which will be added to the unit invoice in Black Pug. During the course, the Scouts will earn the ATV Safety Institute Rider certification and get a chance to experience a rare opportunity to see some of the over 2,000 acres of land on the back of a four-wheeler.

**Pre-requisite:** Scouts taking the ATV Experience **MUST** take the online safety course **PRIOR** to attending summer camp at [atvsafety.org](https://atvsafety.org). Please keep in mind that this course is about 2 hours long and Scouts will need to bring a copy of their certificate of completion.

Required items: Long sleeved shirt, pants (no shorts), and shoes that cover the ankles are required to be worn during class. One long-sleeved ATV shirt will be provided at check in for the Scout participants.





## Fishing

Fishing at TRJ is one of our most popular activities and we want to ensure EVERY Scout the opportunity to catch a fish this summer! Our lakes have been fully stocked with many fish to catch! No fishing license is required. We are catch and release only. We also have a new fishing pavilion that is equipped with fishing poles for the Scouts to use during free time. Come out and cast to your heart's content!

## Horse Program

We have upgraded our Horse experience this summer! If you have any Scouts in our Horsemanship or Veterinary Medicine classes, they will have the opportunity to help feed and groom our horses. At our Upper Corral we will be having a Western Fair on Wednesday night with games, food, music, and lots of fun. Our motto at camp is that every Scout should have the opportunity to ride a horse! Free trail rides will be offered throughout the week so be sure to SADDLE UP this summer!



## ADULT OPPORTUNITIES

Here at Trevor Rees-Jones Scout Camp we want our adult leaders to have just as much fun as our Scouts! Whether you want to spend time sharing stories in the Scoutmasters' lounge, fishing, hiking, taking any of our Adult Leader Classes, or helping the staff in any merit badge class, we want you to enjoy your week. Every morning there will be coffee available by 6:00 a.m. in the lounge for you to come and enjoy with good company.

We will have a special Scoutmaster Shoot during the week, and we encourage you to participate in our Tuesday/Thursday night adult swim and climb. Every day at 10:30 a.m. we will have a Scoutmaster meeting where you will be given some news for the day and have a chance to speak one on one with Key Leadership including our Camp Ranger!

The staff and Scouts love to see the leaders participating and having fun so don't hesitate to join in! We would love to see you wear western attire to our Wednesday Western Show, sing songs outside the dining hall, go out on the blob, ride a horse, go fishing, swimming, and anything else we can fit into our week of fun!

The Adult Leader Trainings we will be offering this summer are:

- **Scoutmaster/ASM Specific Training (9:00 a.m.-3:00 p.m. on Wed Only)**
- **Climbing Level 1/2 (2:00 p.m. – 4:00 p.m.)**
- **Paddle Craft Safety (2:00 p.m.-4:00 p.m.)**
- **Swimming and Water Rescue (10:00 a.m. – 12:00 p.m.)**
- **NRA Certifications (Every day all day)**

If you have any questions about our leader training, please reach out to us. We will have a schedule put together for training by our first meeting. If you would like to see different trainings, please reach out to our commissioner to see if we may be able to fulfill that request for you. Aside from the main training courses we will also have some small meetings and discussions about various topics and would love to have all who are interested join us in sharing information with one another.

We are very excited to have you join us at camp this summer and can't wait for fellowship, coffee, laughs, and a week we will all enjoy at Trevor Rees-Jones Scout Camp!





## DAILY SCHEDULE

7:45 a.m. Breakfast Table Waiters Report

**7:50 a.m. Morning Assembly/Flag Ceremony**

8:00 a.m. Breakfast Starts

8:50 a.m. Breakfast Ends/Clean-Up

**9:00 a.m. Program Session 1**

**10:00 a.m. Program Session 2**

**10:30 a.m. Scoutmaster Meeting in Scoutmaster Lounge**

**11:00 a.m. Program Session 3**

11:55 a.m. Lunch Table Waiters Report

**12:00 p.m. Lunch**

12:00 p.m. Lunch Starts

12:50 p.m. Lunch Ends/Clean-Up

**1:00 p.m. Rest Time/SPL Meeting at Flag Pole (Everyday)**

**2:00 p.m. Program Session 4**

**3:00 p.m. Program Session 5**

**4:00 p.m. Open Activities Start**

Totin' Chip (M & W) and Firem'n Chit (Tu & Th) at FYC

5:30 p.m. Open Activities Close

5:45 p.m. Dinner Table Waiters Report

**5:55 p.m. Evening Camp Assembly/Flag Ceremony**

6:00 p.m. Dinner Starts

6:50 p.m. Dinner Ends/Clean-Up

**7:00 p.m. Evening Activities Start**

**10:00 p.m. Lights Out**



## DAILY EVENTS

### **Sunday Night Opening Ceremony**

Join us on Sunday night at 8:00 p.m. for our opening campfire to kick off the start of our 2025 Medieval Tournament. Ice cream will be provided after!

### **Monday Night Madness**

Join us for our Monday Night Madness! Our race starts at range sports where athlete #1 will fire 3 arrows at a target then tag athlete #2, who will run to Lake Allen and tag athletes #3 and #4, who will then canoe across the lake and tag athlete #5, who will run to Scout Skills and tie some knots then up to the pool and tag athlete #6, who will then swim the length of the pool, surface dive to retrieve a dive toy and finish by exiting the pool and tagging the fence.

This will be a close competition and have us all on the edge of our seats. This event will start at 7:15 p.m. after dinner.

### **Wednesday Western Fair**

Wednesday night, our Scouts will get a break from competition to rest and enjoy some downtime at our Western Fair. We encourage all to join us for some fun games, snacks, music, and a good show. Meet at the flag poles behind the dining hall after dinner to walk up together. Wear western attire!

### **Friday Tournaments**

All Friday afternoon, we will gather to cheer on our bravest champions as they compete for honor and glory! From 2:00 p.m. to 5:00 p.m., they will test their skill and strength in grand tournaments of climbing, archery, chess, aquatics, and more. Who will emerge victorious? Closing campfire will be at 8:00 p.m. to hand out the awards.

### **Woodturning Experience**

During your down time in between competitions try your hand at woodturning! Join our amazing instructor and learn how to make a pen. Who knows, maybe you'll become the best at it as well! Sign up online or at Headquarters to have an evening slot on Tuesdays and Thursdays.

### **Scoutmaster Shoot**

Chaperones! Come show off your marksman skills and show us where the athletes learned it. Do you have what it takes to outshoot our coordinator? We shall see! The Chaperones Shoot is on Wednesday from 4:00 p.m. - 5:30 p.m.

### **Wilderness Survival Overnighter**

Any Scout participating in the Wilderness Survival merit badge will meet after dinner Thursday night and do a short hike to their wilderness survival camp site. They will then be able to build shelters, start a fire (weather permitting), and enjoy their night under the stars. They will hike back to their campsites in time for breakfast! Scouts can only bring a water bottle, pocketknife,



flashlight, raingear and bug spray. If any Scout needs to attend the Mile Swim, then they can let the instructor know so they can get back in time.

### **Five Mile Hike**

Come join us on a scenic five-mile hike around camp on Friday morning. Please bring a water bottle with you. There will be stations for you to fill up along the way. This hike meets a requirement for our First Year Camper Program! This will be your final opportunity to take in the beauty of camp and we hope to see you there!

### **Star Party**

Meet us at the nature pavilion Tuesday night at 7:45 p.m. to hike up to the upper corral. We will be using our telescopes to take in the full beauty of the open night sky. This will fulfill a requirement for the Astronomy Merit Badge but if you love stars, please feel free to join us! (Day subject to change based on weather conditions)

### **Movie Night**

Come take a well-deserved break after competing with your troop during Monday Night Madness. Our movie night will feature one of our favorite medieval movies so grab some popcorn and your favorite snacks from our trading post and enjoy!



# DETAILED WEEKLY SCHEDULE

Trevor Rees-Jones Summer Camp Weekly Schedule								
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:00 AM								
7:00 AM		Swim Checks	Mile Swim	Mile Swim	Mile Swim	Mile Swim		
		Flags	Flags	Flags	Flags	Flags		
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		
9:00 AM		Class Session 1	Class Session 1	Class Session 1	Class Session 1	MB Makeup	Grab-n-go Breakfast	
10:00 AM		Class Session 2	Class Session 2	Class Session 2	Class Session 2		Checkout	
11:00 AM		Class Session 3	Class Session 3	Class Session 3	Class Session 3			
12:00 PM	Check-in/Camp Tours/Swim Checks	Lunch	Lunch	Lunch	Lunch	Lunch		
1:00 PM		Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting		
2:00 PM		Class Session 4	Class Session 4	Class Session 4	Class Session 4	Tournament Time		
3:00 PM		Class Session 5	Class Session 5	Class Session 5	Class Session 5			
4:00 PM		Open Areas	Open Areas	Open Areas	Open Areas			
5:00 PM								
		Flags	Flags	Flags	Flags	Flags		
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner		
7:00 PM	SM/SPL Meeting	Monday Night Madness	Open Areas	Western Fair	Open Areas/ Video Game Tournament			
8:00 PM	Opening Campfire							Closing Campfire
9:00 PM						Movie Night		OA Callout
10:00 PM			Adult Open Climb/Swim		Adult Open Climb/Swim			
11:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out		



## ADDITIONAL PROGRAM INFORMATION

### Sunday:

- 12:00 p.m. check in/Tours/Swim Checks
- 7:00 p.m. - Scoutmaster & SPL Meeting – Old Handicraft Pavilion
- 8:15 p.m. - Opening Campfire –

### Monday:

- 6:30 a.m. – Additional swim checks at pool
- 10:30 a.m. – Scoutmaster meeting
- 4:15 p.m. – 5:30 p.m. –Open aquatics, Handicraft, range and target activities, FYC (totin' chip), Climbing Tower
- 7:30 p.m. – Monday Night Madness
- 8:00 p.m. – Movie Night (dining hall)

### Tuesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 10:30 a.m. – Scoutmaster meeting
- 1:00 p.m. – SPL meeting at Flag Pole
- 4:15 p.m. – 5:30 p.m. –Open aquatics, Handicraft, range and target activities, FYC (firem'n chit), climbing, paddleboarding activity
- 7:30 p.m. – Open aquatics, range and target activities, climbing, zip line, soccer
- 9:00 p.m. – Adult swim/climb

### Wednesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 7:30 a.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 10:30 a.m. – Scoutmaster meeting
- 12:00 p.m. – Adult leader steak meeting (Old Handicraft Pavilion)
- 1:00 p.m. – SPL meeting at Flag Pole
- 4:00 p.m. – Scoutmaster Shoot
- 4:15 p.m. – 5:30pm –Open aquatics, Handicraft, range and target activities, FYC (totin' chip), climbing
- 7:30 p.m. – Western Fair (meet at the flagpole)
- Branding at Western Wonder Fair

### Thursday:

- 6:30 a.m. – Mile Swim at Waterfront
- 10:30 a.m. – Scoutmaster meeting
- 1:00 p.m. – SPL meeting at Flag Pole
- 4:15 p.m. – 5:30pm –Open aquatics, Handicraft, FYC (firem'n chit), climbing
- 7:30 p.m. – Open aquatics, blob/swim, climbing, target and range activities, zipline
- 9:00 p.m. – Adult swim/climb
- 9:00 p.m. – Brotherhood Walk

### Friday Morning:

- 6:30 a.m. – Mile Swim at Waterfront
- 9:00 a.m.- Action Archery
- 9:15 a.m. – 5-mile hike (meet at chapel)
- 9:00 a.m. to 11:50 a.m. – MB makeup time. Scouts visit each area
- 10:30 a.m. – Scoutmaster meeting

### Friday Afternoon:

- 1:00 to 2:00 p.m. SM/AD merit badge meeting- Old Handicraft Pavilion
- 2:00 to 5:00 p.m. Tournament Time!

### Friday Night:

- Closing Campfire
- Awards
- OA Callout

**(Schedule Subject to change)**



# APPENDIX I: CHECK-IN CHECKLIST

## Unit Paperwork

- PDF of the my.Scouting.org-generated unit roster with the names of those youth and adults in attendance marked. Must show the Youth Protection Training date for adults.
- Hazardous Weather Training (SCO-800) certificate for at least one leader who will be present every day (good for two years)
- Unit Swim Test Verification Forms (if completing swim tests before arriving at camp)

## Youth Paperwork

(for each Youth present)

- Complete Annual Health and Medical Record (parts A, B & C)  
<https://www.scouting.org/health-and-safety/ahmr/>
- Photocopy of shot records (if not filled out on Annual Health and Medical Record part B)
- Photocopy of proof of medical insurance

## Adult Paperwork

(for each adult staying overnight any night)

- Complete Annual Health and Medical Record (parts A, B & C)  
<https://www.scouting.org/health-and-safety/ahmr/>
- Photocopy of shot records (if not filled out on Annual Health and Medical Record part B)
- Photocopy of proof of medical insurance
- Adult In Camp State Compliance Form. Find the form here and on the last page:  
[https://scoutingevent.com/Download/57144265/OR/Adult\\_in\\_Camp\\_State\\_Compliance.pdf](https://scoutingevent.com/Download/57144265/OR/Adult_in_Camp_State_Compliance.pdf)
- Paper copy of **current** Youth Protection Training certificate (good for two years) unless the date is listed on your official roster downloaded from <https://my.scouting.org/>





## CIRCLE TEN COUNCIL



### Cowboy Action Shooting Release

#### PARTICIPATION AND HOLD HARMLESS AGREEMENT

Circle Ten Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. For safety, Scouts must always wear eye protection and hearing protection while on the range. The Range Master expects all Scouts to abide by all safety rules and the instructions of the Range Safety Officer(s) (RSO) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, \_\_\_\_\_, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/she, the RSO will remove them from the program. I understand that I will not receive a refund of any additional costs associated with participation in this program if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. ALWAYS wear all safety gear while on the range.
3. Follow all the safety rules provided in the Cowboy Action Shooting Program briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. **Participant is 14 years of age, or 13 and has completed the eighth grade**, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent / guardian printed name: \_\_\_\_\_ Date: \_\_\_\_\_

Home phone: \_\_\_\_\_ Cell phone: \_\_\_\_\_

Email address (print): \_\_\_\_\_



# APPENDIX II: ADULT TRAINING INSTRUCTIONS

## Youth Protection Training

**You do not have to be a registered member of Scouting America to take Youth Protection training, however, every adult is required to have taken Youth Protection Training prior to attending camp.**

The safety and well-being of our youth are of paramount importance to our organization, and integral to everything we do. We must continue our commitment to providing a safe and secure environment at all times for all our youth members.

**\*Per the Guide to Safe Scouting:** Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth.

This training consists of three modules and an exam module and takes approximately 72 minutes to complete. After completing all three modules and passing the exam with a 75% or better passing grade you will receive credit for the YPT course.

To take Youth Protection training:

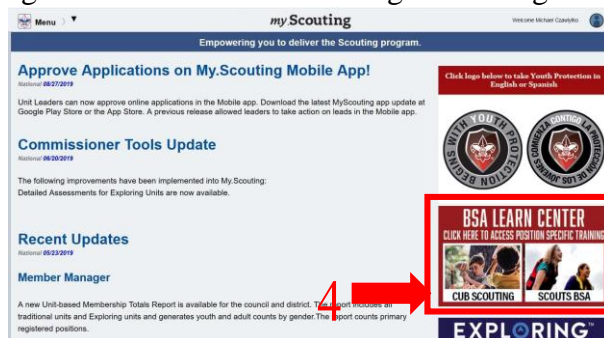
1. Go to **My.Scouting.org** and create an account. You'll receive an email notification with your account information, including a member ID/reference number.
2. When you log in to your **My.Scouting.org** portal, you will see the YPT training links in English or Spanish at the right of the page. Click on the circle to take you to the mandatory training.
3. Upon completion, print a training certificate to be brought with you to camp. Your training will automatically be updated in our system and associated with the member ID/reference number issued when you created the account. *\*You must print a copy of the Training Certificate – a screenshot of the email confirmation page will not be accepted\**
4. After passing YPT you are considered "YPT Trained". This training is valid for 2 years from the date of completion.



## **Hazardous Weather Training**

One leader in each attending unit must have completed Hazardous Weather training, prior to arrival at camp. The only accepted course is the one currently on the Scouting America Learn Center, course code SCO\_800. This is an active participation module taking approximately 30 minutes to complete. Please follow the instructions below to take your Hazardous Weather (SCO\_800) training.

1. Go to <https://my.scouting.org/> in the browser of your choice.
2. Sign in if you have an account.
3. If you do not have an account, click “Create Account” and follow prompts to create your account (you do not need to be registered with the Scouting America).
4. Click on the Scouting America Learn Center image on the right of the screen.



5. Click on the “Catalog” link.
6. Search for “Hazardous Weather”.
7. Click the “Hazardous Weather Training” heading. Then click “LAUNCH COURSE”.
8. Upon completion, print a training certificate to be brought with you to camp.



## Adult in Camp State Compliance Form

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

Name (First Middle Last) \_\_\_\_\_ DOB (mm/dd/yyyy) \_\_\_\_\_

Unit (Type & Number) \_\_\_\_\_ District: \_\_\_\_\_ Council: \_\_\_\_\_

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

Scouting Background (position, council, year):

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Experience Working with Youth in other organizations:

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Previous Residences (last 5 years):

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

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

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

Additional Information. Mark each answer Yes or No.

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

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

Signature: \_\_\_\_\_

Date: \_\_\_\_\_





**John D. Murchison Scouting Center**  
 8605 Harry Hines Blvd.  
 Dallas, Texas 75235  
 214-902-6700

**Bobby Lyle - Billy Gamble Scouting Center**  
 5600 US Hwy 75 South  
 Fairview, Texas 75069  
 214-509-2100

